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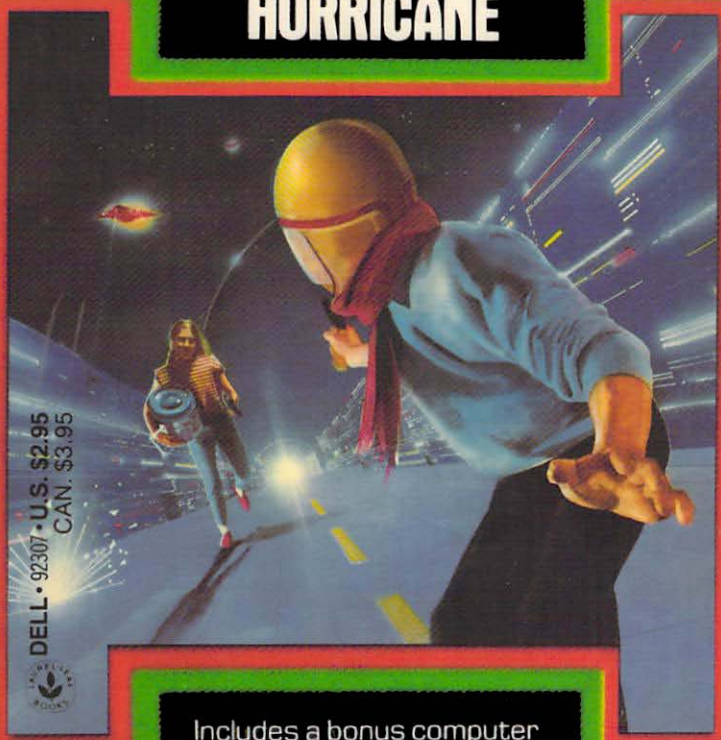
ARCADE EXPLORERS

THE ELECTRONIC HURRICANE



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Includes a bonus computer program for your Commodore 64, Apple II, and Radio Shack Color Computers

Seth McEvoy and Laure Smith

Ramda leaps out the door and charges straight for the narrow boat. The two Ruby Racers dive out of the sky and open fire. You blast them with cryodarts as you race after Ramda. Digit flings its tape beam up at the villains. A mass of brown threads engulf the Racers. They plunge their red vehicles forward and easily knock the threads away.

You squeeze off more cryodarts and run as fast as you can. Up ahead Ramda jumps into one of the silver boats. You and Digit dive in after her. The little robot topples over backward. You help it up with one hand and keep firing with the other.

Ramda quickly presses the control keys and the small craft lunges forward. She weaves the boat from side to side in a desperate attempt to stop Zera's ice arrows from blasting a hole in the bottom.

SETH McEVOY, the game designer, and LAURE SMITH, the author, live in the New York City area.

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"ARCADE EXPLORERS"

THE ELECTRONIC HURRICANE

Seth McEvoy and Laure Smith

Illustrated by Lynn Sweat

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This book is
dedicated to
Donald and Florence Smith

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Introduction

Join the Arcade Explorers and discover a new dimension of video game adventure! You'll travel to the land inside your computer and save the kingdom of Venturia from the deadly Electronic Hurricane created by Zera, ruler of the evil Glitches.

You are the hero of this book. You will make choices that will reveal a computer game program so you can create your own unique video game. When you type all the listings into your home computer, you can play the game and determine Venturia's fate.

The computer programs in this book are written in BASIC for the Apple II+, Commodore 64, and Radio Shack Color Computers. The program is divided into seven parts. You will make a choice between two different game options for each of the seven parts of the program. This will give you 128 different video game possibilities.

You can input each of the seven parts as you make your choices in the story. Or, if you want to type in the entire program later, you can mark your choices on the Option Sheet on page 124.

Before you do any typing, be sure to read the specific instructions for your computer, starting on page 111.

Of course, you can enjoy this exciting adventure story even if you don't want to use a computer or you don't have one. Read the story and make your seven choices. Turn to page 96 and follow the fast-action simulation of the video game finale.

The choices are yours to make.

Can you save Venturia?

THE STORY

chapter 1

Inside your computer, the land of Venturia is preparing for the birthday of its leader, Romiden. In the capital city of CPU Central, the palace has been beautifully decorated. Huge gold banners line the shiny white walls and green carpets cover the front steps. Multicolored flags wave atop the building in honor of the celebration.

Meanwhile, you're in your room playing a fast-action video arcade game on your home computer. It's the final battle of the Arcade Explorers' monthly competition, and you desperately want to win. With great speed and skill you fight to the finish. Just as you beat your opponent, the face of Romiden's daughter, Ramda, appears on the monitor.

"Hello, my friend," she says, brushing her blond hair to the side. She's dressed in a blue and white striped shirt and is the same age as you are. Her pet bird, Vidi, sits on the shoulder of her blue and white striped shirt. The one-eyed white bird stretches its wings as Ramda adds, "Congratulations. I'm glad to see that you're still the top-scoring member of the Arcade Explorers Video Game Network."

"That's right!" you proudly reply. "That makes me the best video game player here in the Analog Dimension. How are things there in Venturia's Digital Dimension?"

"Better they could not be," chirps Vidi.

"We're here to invite you to a party," explains Ramda.

"Great!" you cheer. "What's the occasion?"

"It's my father's Decade Day celebration. He's fifty kiloyears old. We're having a huge festival and we want you to come."

"You bet I will," you answer. "How do I get there?"

"The same as before," says Ramda. "Just type in this password phrase:

'Riders of the Light,
From the Land of the Night
Will pass through the glass
Of lightning's window.'

As you input the words into your keyboard, you ask, "Like the last time I went to Venturia, I'll only be gone for an instant, right?"

"That's right," Ramda replies. "Time moves differently here in the Digital Dimension than it does in the Analog Dimension."

"Only a binary second will you be gone," squawks Vidi.

"The party will be great fun," adds Ramda. "All the kingdoms will join in and my father's birthday speech will be transmitted throughout Venturia."

When you type in the final words of the phrase, the monitor erupts in a flash of light and a white fog swirls up from the floor. As a gentle breeze sweeps across your room, Vidi flies through the screen. He lands on your keyboard and says, "At me you must look and not be afraid. My eye I will shine and digitize you."

"I'm not afraid," you answer, looking directly into the bird's single eye. Vidi shoots a powerful beam of bright light straight at you. It surrounds your body and transforms it into digital graphic squares. Quickly you grow smaller and smaller until you're only three inches tall. Then Vidi scoops you onto his back and flies into the air.

A blazing bolt of lightning flashes in front of you. As

you pass through the glass of your computer's monitor, you close your eyes and hold on tight. Vidi swings abruptly to the right and you tumble to the ground. When you open your eyes you see the small white bird at your feet and realize you are full size again.

Extending her hand, Ramda smiles and says, "Let me help you up. You won't be able to enjoy the party lying down."

A huge crowd has gathered in front of the white palace. Festive music begins to play and Ramda grabs you by the arm. "Come on!" she orders. "My father's about to make his speech."

She pulls you through the crowd while Vidi flies overhead. As the three of you reach the top of the green-carpeted steps, Romiden proudly appears at the palace doors. The tall, gray-haired man raises his hands to the cheering crowd that fills the courtyard outside the building. His long black cape slides over his arms and falls against his gray uniform.

Max, the head of the Venturian Snidar security patrol, stands by his side wearing his checked coat. He is only three feet tall, but he looks powerful as he intently scans the crowd for any signs of trouble.

Romiden waves as the Venturians continue to applaud. Vidi suddenly flies over Max, kicking off his big black hat. Max grabs for the hat and yells, "Get away from me, you featherbrained son of a number cruncher!" He swings at Vidi and misses.

Vidi flies onto Ramda's shoulder and calmly replies, "Max, my friend, your minibrain is megapain."

Ramda runs up to her father and greets him with a hug. Then Romiden shakes your hand. "Glad you're here," he shouts over the roaring crowd.

"Me too!" you shout back.

Romiden motions for the audience to be quiet. Just as he is preparing to address the crowd, all of a sudden a

cloud of red smoke erupts on the steps in front of you. Four sleek red vehicles fly to the ground and slam to a stop. The spectators gasp.

"Ruby Racers!" shouts Max. He draws his retro rifle and calls out for his Snidar patrol. Small muscular men in black uniforms rush forward as a tall, dark-haired woman steps out of the first red machine. Her silver jumpsuit sparkles as she approaches Romiden. Three women dressed in huge red robes come out of the other vehicles. They have horrible blue faces and long green hair. The Snidar patrols hesitate when the evil-looking creatures raise their weapons.

"What are you doing here, Zera?" barks Romiden. "I banished you from Venturia forever."

Zera tosses her short curly hair back and laughs. The beautiful woman points to her three ugly companions and says, "When you threw me out of Venturia, I went to live with the Glitches on the Isle of Error. They have made me their ruler."

"I should have thrown you into the Silicon Sea," snaps Romiden. "Your voltage experiments were responsible for the complete destruction of two Venturian cities. I ordered you not to try more deadly experiments. Thousands of Venturians died because of you and hundreds more will live the rest of their lives as mathematical cripples."

"A small price to pay for the advancement of numeric science," answers Zera coldly.

"You're a savage and vicious barbarian," shouts Romiden. "If you don't leave Venturia immediately, I'll lock you up in Cobol Prison."

Zera raises her hand over her head and a blast of wind sweeps through the air. Huge black clouds race across the sky. People scream and fall to the ground, tossed there like leaves by the fierce whirlwind.

"You're the one leaving Venturia!" yells Zera. "When

Z
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those voltage experiments exploded, I was mysteriously transformed. I now have the power to control the weather, and you can't stop me. The Isle of Error is sinking into the sea. The Glitches and I are taking over Venturia. I demand that you and all of your people leave Venturia at once."

"Never!" shouts Romiden.

"It's too late," Zera says, scowling. "I've been working for kiloyears to create the ultimate weather weapon. Finally I devised an indestructible Electronic Hurricane, more powerful than anything you have ever seen. It's off the coast of Venturia and will strike in exactly seven octal hours. If you don't evacuate your people by then, they'll all be destroyed. Don't you dare try to stop me!"

Zera and the three Glitches disappear into their Ruby Racers and fly away in a cloud of red smoke. Max and the security patrols move into the crowd to try to calm everyone down.

Ramda leaps to her father's side. "I don't care what she says, we must stop that Electronic Hurricane!"

"It may not be possible," says Romiden, shaking his head worriedly. "I've heard reports of Zera's recent weather experiments. But I never suspected that she could create such a deadly threat to Venturia."

"Lazarius can stop her," insists Ramda. "He's our greatest Smole scientist."

"If there's any hope of beating Zera, Lazarius can do it," Romiden agrees as he rushes into the palace. "Let's find out if he can." Romiden strides quickly through white corridors. You, Ramda, and Vidi follow close behind.

The Venturian leader enters a huge cluttered room and calls out, "Lazarius, are you here?"

A small white-haired head pokes out from behind a pile of silver boxes. "Here I am," says the little scientist as he wipes his hand on his long green lab coat. "What can I do for you?"

Romiden bends over and places his hand on the shoulder of the two-foot-tall scientist. "Venturia is in grave trouble, Lazarius. Zera has created an indestructible Electronic Hurricane. It's going to ravage Venturia in seven octal hours."

Stroking his chin, the wise old Smole sighs. "This is a very serious problem indeed. None of our weapons are strong enough to meet her challenge."

Ramda folds her arms across her chest and says grimly, "It's too bad we can't combine all of our antiweather weapons into one superweapon."

"That's it!" cries Lazarius. "Ramda, your idea might just work."

"Really? It was just wishful thinking," she says.

The Smole scientist makes high-speed calculations on his panel of electronic equipment. Colored lights flash and numbers race across the viewing screen as he intently studies the data. When Lazarius presses a buzzer, a rectangular robot not much taller than he is enters the room.

"That thing looks like a huge mechanical cereal box," you say under your breath.

The small robot rolls in on two fat wheels that are tucked beneath its shiny gold body. Dials, levers, and buttons cover its front and back. A small viewing screen is placed near the top and two skinny metal arms stick out of each side.

Lazarius grabs the robot and pulls it toward Ramda and Romiden.

"This is my new invention," he says, polishing it with his sleeve. "I call it Digit."

As you inspect the robot, Ramda asks, "What does it do?"

Lazarius presses a few of Digit's keys and its little viewing screen lights up. Two eyelike circles appear and a mechanical voice comes out of the speaker. "I am pro-

grammed to translate different data into a common language," it says.

"What for?" Ramda asks.

Lazarius says, "This is how we'll combine all of our antiweather weapons into the one superweapon you suggested. We'll input the green data cubes from all the weapons into Digit's translator system. The translator will combine that data into one giant weapon that will destroy the Electronic Hurricane."

"All right!" cheers Ramda.

"Great!" you cry.

"Let's get started," commands Romiden.

"Not so fast," says Lazarius, raising his hands. "Many of the antiweather weapons have been out of use for kiloyears. They've been placed in Venturian museums. Some are stored in libraries and temples and others can only be found in the old data shops."

"We'll just have to go after them!" says Ramda confidently.

"There's not much time," Romiden warns. "We must move quickly."

"But who'll operate this superweapon?" the scientist asks. "It will take a long time to train someone to use it."

Slapping you on the back, Ramda says, "Why, our friend here can operate it. The weather weapons work like the video games they have in the Analog Dimension; this is that dimension's best game player." Turning to you, she says, "As you learned when you visited us before, Venturians must be trained extensively before they can operate any mechanism. Your natural instincts will allow you to operate the weapon immediately. Can we count on you?"

"Sure!" you answer enthusiastically.

"Wonderful," exclaims Romiden.

Vidi flies onto your shoulder and says, "Thank you, my friend."

Suddenly Max rushes into the room. "Romiden, Venturia is in chaos! During the birthday celebration, Zera's threat was transmitted to all the kingdoms. People are fleeing in panic."

"We've got a plan," says the Venturian leader. "And we need your help. We're going to create a superweapon to stop the Electronic Hurricane."

"What can I do?" Max asks earnestly.

"Take charge of the evacuation," Romiden tells him. "But I want you to secretly inform the people that we have a plan to stop the hurricane before it strikes. In the meantime, it's important that it looks like we are following Zera's orders."

Raising his hand to his hat, Max salutes Romiden. "My Snidar patrols and I will carry out your orders, sir."

"Good," says Romiden as Max quickly makes his exit. "Ramda, I want you and our friend from the Analog Dimension to take Digit and collect the weather-weapon data cubes."

Lazarius hands Ramda a silver card. "This is the list of locations where the data can be found. Digit can compile only seven types of information, so you will have to choose carefully which data you want to acquire at each location. Each of these small weapons can drain a certain amount of the Electronic Hurricane's macroenergy. Only by draining *all* of the hurricane's macroenergy can you destroy it completely. When Digit has compiled all seven of the antiweather weapons, you will operate the superweather weapon on Digit's monitor screen."

Turning to you, Ramda says, "Because you'll be operating this new weapon system, you should be the one to make the choices."

"When do I start?" you ask.

"Right this binary minute," Lazarius answers. "We have two antiweather weapons currently in use. One is the alpha cannon and the other is the beta blaster."

"What is the difference between them?" you ask.

Lazarius answers, "The alpha cannon will fire in a horizontal direction and the beta blaster will fire in a vertical direction. If either shot hits the hurricane in the center, it will sap some of its macroenergy. Which would you prefer?"

You carefully consider and make your choice.

Whether you choose the alpha cannon or the beta blaster, be sure to write down your choices on the Option Sheet on page 124.

If you have a computer, type in the first part of your program:

Commodore owners turn to page 128.
Apple owners turn to page 144.
CoCo owners turn to page 160.

When you are through typing, continue the story by turning to Chapter 2 on page 23.

If you aren't using a computer:

Continue the story by turning to Chapter 2 on page 23.

chapter 2

After you make your selection Lazarius hands you a small green cube. "Here's the weather weapon data," he says. "Insert this into Digit's input slot." You slide the square into the narrow hole on the front of the little gold robot. Its viewing screen flashes and numbers appear on the screen. Colored lights blink on and off and dials spin. The robot sways back and forth as it makes its calculations. Finally a buzzer sounds and Digit says, "I've completed my translations. Do you have any more?"

"Not right now," Lazarius says, adjusting one of the robot's dials.

Examining the list of locations Lazarius provided, Ramda says to you, "Our first stop is the Museum of Math in the city of PY. We'll get there through the transport tubes."

"I'll direct the evacuation of the city from here," Romiden explains. "Keep in touch with me on your wrist viewer."

"Will do," says Ramda, heading for the door.

Romiden calls your name and says, "Only you can save Venturia!"

"I will," you reply with a quick salute. Digit rolls close behind as you run along at Ramda's side. Vidi rides on her shoulder as she races through the palace and ducks through a doorway. She tosses you a black and gold helmet. As you slide it on, she shoves a V-shaped metal object into your hand. "What's this?" you ask.

"A cryogun," she explains. "Squeeze both ends together

and it'll fire frozen cryodarts. A few shots of those will knock the wind out of Zera and the evil Glitches."

Tucking the weapon into your pocket, you follow her out of the palace. She exits through a side door and climbs inside a square glass tunnel.

The long, narrow transport tube rises into the air and snakes across the green and white rectangular buildings of CPU Central. It reaches as far as your eyes can see.

Ramda tells you and Digit how to strap yourself into one of the seats. Then she reaches for the control panel and presses a colored key. The tube's glass doors slide shut and the seats tilt backward until you are lying flat. Vidi tucks himself securely under Ramda's arm as she says, "We're going to be moving very fast, so hang on tight."

Suddenly your reclining chair springs forward. You're moving so quickly you can barely make out the buildings below. The strap across your chest holds you tightly as you plunge feet first through the glass tunnel.

As the tube turns sharply to the right you almost fall off your chair, but you grab the transport seat just in time. Suddenly something flies past you. *Whiz!* Raising your head, you call out, "What was that?"

"Just another passenger," Ramda answers. "Keep your head down or the next one will knock it off."

"That sounds like good advice," you mutter, flying through the tunnel at high speed.

Stopping abruptly, your feet fly into the air. Vidi tumbles to the ground and squawks, "Bumpy landings I do hate!"

"You're all right," says Ramda, picking up the bird and placing him on her shoulder. After she hits a key on the control panel, the glass exit doors fly open.

As you straighten your helmet, you notice a huge black skyscraper outside. Thick red lines run around the middle of the multilevel structure. The letters *CPU* appear

on the highest tower and red flags fly from the lower ones.

"Is that the Museum of Math?" you ask.

"You guessed it," Ramda replies as she adjusts one of Digit's dials. The little gold robot rolls out of the transport tunnel and heads for the black building. It rocks gently back and forth as it moves along.

Rushing to keep up with Digit, you ask, "Why is Zera so evil?"

"Always that way she has been," Vidi informs you.

"Even the tricks she played as a child were shocking and horrible," Ramda adds.

"What kind of tricks?" you inquire.

"Cruel and very unusual ones," Ramda begins. "She would feed magnetized food to the crystal creatures and drop them on top of the Magnetic Mountain. The poor, helpless animals would stick to the side and hang there until they died."

"That's disgusting," you say with a scowl.

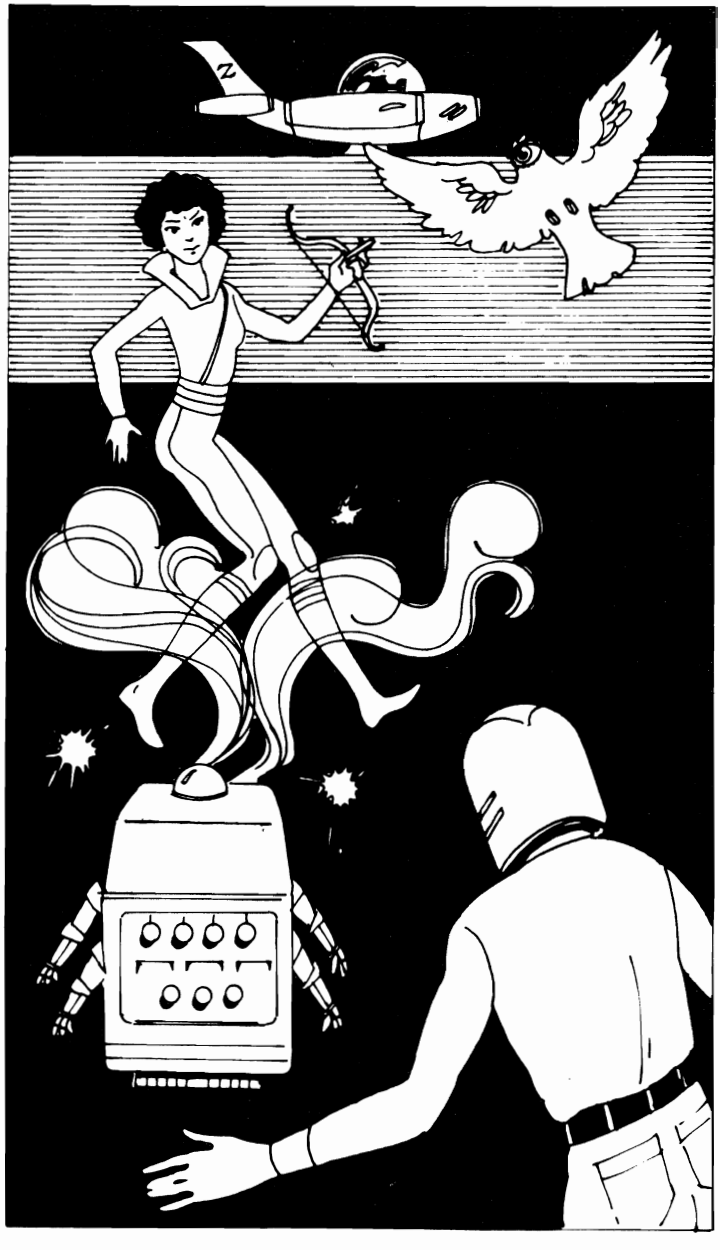
"Zera is a brilliant scientist," Ramda continues. "It's too bad that she uses her genius in selfish and terrible ways."

Suddenly you hear evil laughter. Quickly turning around, you spot the beautiful villain standing beside her Ruby Racer. The three Glitches are nowhere in sight. She laughs as she tosses her dark curly hair to the side. "Ramda, you have the brain of a ferrofly. You'll never understand the importance of my experiments."

Enraged, Ramda shouts, "You're nothing but a murderous voltage villain!"

Zera raises her binary bow in anger and fires ice arrows. You and Ramda dive to the side and shoot back. A shower of cryodarts hits Zera. She grimaces in pain but keeps attacking.

You and Ramda bombard her with more deadly shots from your weapons. Vidi blasts the villain with an electroray from his eye.



Digit flings open a tiny window in the center of its body. "Get out of the way," the robot yells. "I'm going to fire my tape beam."

All at once long brown strings shoot out of the robot at lightning speed. They fly onto Zera and wrap themselves around her legs. She kicks them off and fires back with a vengeance.

"Run for the museum!" orders Ramda.

Vidi and Digit race for the front door. You and Ramda fire back at Zera as you tear after them.

As Digit struggles to open the heavy doors, Vidi calls for help from inside the museum. Zera's ice arrows slam against the metal building and break into a million pieces. Just as you reach the entrance the doors fly open. You, Ramda, Vidi, and Digit dive inside. Two birdlike robots slam the huge doors shut. Zera's arrows pound against the metal, but the robots bolt it securely.

The long-legged green robot says, "You're safe for now."

The blue one adds, "Zera can't get through these doors for quite a while."

"I hope they keep her out long enough for us to get one of the ancient weather weapons," Ramda says, gasping for breath.

"That's why you're here?" asks the green robot.

"Yes," answers Ramda.

After she explains the plan to save Venturia, the blue metal machine replies, "Then we must hurry to collect the data. There are two ancient weapons here in the museum. The bouncer bat is on display in the Geometric Wing and the twister paddle is located in the Trigonometric Wing."

"How will each one work when it's part of the super-weather weapon?" you ask.

"If the Electronic Hurricane hits a bouncer bat, the hurricane will instantly reverse its direction. The twister

paddle will also deflect the hurricane, but in an unknown direction. You can only have one bouncer bat on the screen, but you can have more than one twister paddle."

You think carefully and tell the robots your choice.

If you choose the bouncer bat, turn to page 29.

If you choose the twister paddle, turn to page 33.

Be sure to mark your choice on the Option Sheet on page 124.

chapter 2a

"I want the old weather weapon in the Geometric Wing of the museum," you tell the robots.

The green one says, "Follow me. Those exhibits are on the left." The tall, skinny green machine leads the way through the building's dark halls. You follow behind Digit and Ramda as Vidi flies overhead.

The robot looks like a long-legged bird as it wobbles around the corner. It presses a light panel and the Geometric Wing lights up. Weird rectangular structures fill the room. Intricate diagrams of circles and squares line the walls on the left. A giant red ball swings from the ceiling, and on the right a huge map fills the entire wall.

Following the robot into the room, you ask Ramda, "What's all this stuff in here?"

She points to the large blue map and explains, "That's a map of the long-lost kingdom of Geometrica. It was a secret culture dedicated to the pursuit of precise measurement. There are lots of unusual legends about that ancient kingdom."

"Like what?" you inquire as you run your hand along one of the smooth rectangular sculptures.

"My favorite one is the story of the cube contest," Ramda says with a smile. "There was an old King Metrein, who had one daughter and no sons. He refused to allow his daughter to rule Geometrica after his death. Insisting that a man must be the leader, he held a contest to find

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the one who could create the perfect cube. The man who could do this would be crowned King when Metrein died.

"Of course, this made the king's daughter very angry, so she disguised herself as a man and submitted her cube along with thousands of others. Naturally she won. The king was so shocked that he gave her his crown and left Geometrica forever. The daughter went on to be one of the wisest rulers in the kingdom's history and her father was never heard from again."

"That's a wild story," you remark, turning the corner into another large room.

The green robot points to a glass cabinet high up on the wall and says, "That's the old weather weapon up there. I'll climb up and get it down for you."

The robot places a spiked pole against the wall. Just as it starts to climb up the pole, suddenly an explosion thunders against the window at the end of the room. Zera appears at the glass and yells, "I'll get in there. You can't get away from me!"

"Don't worry," the robot says. "That glass is indestructible."

Vidi flies into the air and squawks, "That it may be, but Zera will keep trying." Digit nervously rocks back and forth.

The green robot climbs to the top of the spiked ladder while Zera slams ice arrows against the window. They break apart as they hit the indestructible surface. Angered by this, she raises her arm to the sky and forms a swirl of black clouds. Huge hailstones pound against the glass. The window shakes violently under the brutal attack.

"Hurry!" shouts Ramda. "It could break in any second!"

The robot struggles to open the display case. The minute the cover comes off, the window shatters into a million pieces. Hailstones pour across the floor and Zera charges inside the building. She draws her binary bow and fires ice arrows straight at you. Whipping out your

cryogun, you blast her with a shower of frozen darts. When Digit hurls its tape beam, brown strings fly through the air.

Zera ducks behind a metal rectangle and strikes back. "I know what you're up to," she yells, "but there's no way any old-fashioned weather weapons will stop me."

The green robot grabs the bouncer bat out of the case and tosses it to Ramda. Jumping into the air, Ramda tries to catch the long black object, but she just misses. It crashes to the floor. Zera shoots the weapon with her arrows and it slides across the room. Though you blast her with your dart gun, Zera boldly lunges for the long black weapon.

Suddenly Vidi soars across the room and scoops the object up in his beak. He flies toward the door with you, Ramda, and Digit racing after him. The tall green robot throws the spiked ladder to the floor and knocks Zera down. Though she struggles to get up, her leg is caught. She throws her fist into the air and yells, "I'll beat you, Ramda! My Electronic Hurricane can't be stopped!"

As you race to the front exit of the museum, the blue robot throws the door open and the four of you run for the transport tube.

Vidi grips the long black weather weapon securely in his beak as he flies inside the glass enclosure. Ramda jumps into one of the seats. You and Digit strap yourselves in as Vidi pulls the green data cube from the black weapon. Then he slides the square into Digit's input slot and slips safely under Ramda's arm. She throws the transport system into high gear.

You hang on tight. The little gold robot rattles and shakes as the information is translated. You whip through the glass tube and twist around the corners at high speed.

If you have a computer, type in the second part of your program:

Commodore owners turn to page 130.
Apple owners turn to page 146.
CoCo owners turn to page 162.

When you are through typing, continue the story by turning to Chapter 3 on page 37.

If you aren't using a computer:

Continue the story by turning to Chapter 3 on page 37.

chapter 26

"I want the old weather weapon in the Trigonometric Wing of the museum," you inform the robots.

"I'll take you there," says the blue one. "It's just to the right."

The huge halls are dark and creepy. Digit and Ramda follow close behind the skinny robot as Vidi flies overhead. The robot has a bird-shaped body, and its long legs stagger and sway as it leads you into the museum. It directs you into a huge room filled with triangular structures. Dozens of colored balls cover an entire wall. Three glass cases are filled with beautiful rotating angles. The golden V-shaped objects sparkle as they swing back and forth.

Pointing to one of the glass cases, you ask, "What are those things?"

"They're the Magic Weapons of Queen Cosina," Ramda explains.

"How are they used?" you inquire as you watch their graceful movement.

"When they're thrown at enemies they hypnotize them, causing them to fight each other. That's how Queen Cosina won the great Arc Wars."

"What were the Arc Wars?" you inquire.

Ramda replies, "Queen Cosina's kingdom was attacked by the evil King Tangen. He wanted control of her pre-

cious arc mines. At that time her workers produced the largest and best-quality arcs."

"But what do you mean by arcs?" you ask as you wander around the room.

"They were an old-fashioned tool used for numeric calculations," Ramda tells you. "King Tangen wanted Cosina's arcs so he could build an invincible numeric army and rule the world. But Cosina outsmarted him by hypnotizing Tangen's knights with her magic rotating angles. The weapons fooled them into attacking each other and the army was defeated. King Tangen fled and never returned."

Shaking your head, you reply, "I hope I never run into those hypnotic weapons."

"You won't," Ramda assures you. "These three cases contain the only ones left in Venturia."

The skinny blue robot leads the three of you into another huge room. It presses a light panel and the darkened hall lights up. All of a sudden Zera jumps into the middle of the room and bombards you with ice arrows! You duck fast and jump behind a triangular metal sculpture. Ramda blasts Zera with her cryogun. The frozen darts whiz past the beautiful villain.

She laughs. "You fools forgot to lock the back door! I've got you now."

"Oh, no you don't," Ramda cries as you both shoot back at Zera. Vidi blasts a ray from his eye as Digit aims its tape beam.

The blue robot leans over and whispers to you, "The antiweather weapon is in that glass case behind Zera."

"We've got to get in there," you declare, dodging away from a shower of ice arrows. Ducking behind a triangular sculpture, you accidentally push it forward.

"We can use these triangles as cover," you explain in a low tone. "Just push them into the next room and drive Zera away from the weapons display case."

"Good idea," the robot softly replies.

As you start to slide the heavy sculpture forward, Ramda realizes your plan and follows your lead. She fires at Zera and pushes her back across the room.

The evil woman gets angry at your bold move and gestures by moving an arm over her head, causing a swirl of fog to sweep across the room. It fills the air so you can barely see where you're going. Pushing forward, you aim for where you last saw the case. The fog grows thicker and you move blindly into it.

Bam! The metal sculpture crashes to a stop. You reach forward, feeling for the display case. Smashing the glass with your dart gun, you cautiously reach inside and grab a round blue object.

"That's the twister paddle weather weapon," the robot says to you.

"I know what you're doing here," Zera says with a snarl. "If you think old weather weapons can stop me, you're wrong."

"Let's get out of here," you whisper.

"That's just fine with me," Ramda says.

"Back the way we came we must go," Vidi adds.

"The fog's so thick Zera won't see us escape," Ramda explains. "But keep firing so she won't suspect."

Grabbing Digit by the arm, you slide backward, firing shots of cryodarts. Digit pours its brown tape beam strings into the foggy room.

"I'll keep her pinned down," the blue robot whispers as the four of you slip away.

When you reach the corner, you tear past the trigonometric displays and race toward the front door. The green robot throws it open and you, Ramda, Vidi, and Digit run outside.

You grip the weather weapon firmly in your hand as you jump into the nearby transit tube. Ramda grabs it from you and orders you to strap yourself into a seat. She

pulls the green data cube out of the blue weapon and slides it into Digit's input slot. Then she straps herself in with one hand and throws the transit system into high gear with the other. Vidi jumps under her arm as the seats lunge forward.

Digit's little gold body shakes and sputters as the new data is translated.

You hang on tight while you fly around the corners of the glass transit tunnels and safely escape from Zera's attack.

If you have a computer, type in the second part of your program:

Commodore owners turn to page 130.
Apple owners turn to page 146.
CoCo owners turn to page 162.

When you are through typing, continue the story by turning to Chapter 3 on page 37.

If you aren't using a computer:

Continue the story by turning to Chapter 3 on page 37.

chapter 3

The transport tube jolts to a stop. Ramda throws open the glass door and yells, "Follow me to the Cathode Cliffs. We'd better hurry because there are only five octal hours before the Electronic Hurricane strikes."

She jumps out to the ground and Vidi flies somersaults through the air. Helping Digit through the doorway, you notice you're in the middle of a quadtree forest. The black, rectangular leaves on the trees are so thick you can barely see their four-sided green trunks. Thick clumps of red grass grow tall at the base of the trees.

"Watch out for the electrovines!" Ramda shouts. You carefully step over the dangerous orange vines scattered in all directions.

"Ouch," you cry when you accidentally brush against an electrocharged plant hanging from a quadtree branch. The vine sparks and crackles as it falls to the ground.

"Don't say I didn't warn you," Ramda jokes.

"Where to now?" you ask her.

"We'll have to blaze a trail through the forest to get to the Cathode Cliffs," Ramda explains.

"That'll be loads of fun," you say sarcastically. "At least Zera's nowhere in sight."

Vidi lands lightly on your shoulder and agrees. "Of that fact I am also glad."

"We'd better get moving before she figures out which

way we went," Ramda advises. "Now she knows we're up to something. I just hope she doesn't follow us."

"We'll stop her," you assure Ramda.

"Of course we will," Digit adds.

"I hope so," Ramda replies grimly, leading the way into the forest.

Cautiously you avoid the treacherous electrovines while you push big black leaves out of your path. Vidi flies safely overhead and Digit rolls over the dangerous vines without a spark.

You move deeper into the dense forest when, out of nowhere, a pack of small red creatures leap right at you!

"Oh, no!" shouts Ramda. "We've run into the Hertz rats!"

"What'll we do?" you cry.

"Use your dart gun," Ramda urges. "If they bite you, you'll become violently ill, maybe even die."

Instantly you draw your gun and blast cryodarts at the red Hertz rats. They try desperately to bite you with their huge sharp teeth, but you fight them off. They fling themselves at you but when you jump to the side, they crash to the ground.

Digit whacks the rats with its metal arms and Vidi bombards them from the air. You and Ramda also struggle to stop their brutal attacks but they keep on coming.

"Run for it!" Ramda commands. "They won't be able to follow us if we climb up the Cathode Cliffs."

With a burst of speed you tear through the forest, quickly dodging electrovines and beating off the treacherous Hertz rats. Darting around a quadtree, you leap through the forest and spot a black wall up ahead.

"Is that the cliff?" you ask, running as fast as you can.

"Yeah," shouts Ramda. "There's a ladder on the left."

Digit is the first one to scurry up the cliff. You and Ramda follow as fast as you can, as Vidi dive-bombs the Hertz rats, knocking them to the ground.

You dash up the ladder carved into the side of the shiny black cliff.

"I think we're safe," Ramda announces as she pauses above you on the ladder. "Those disgusting rats can't get up this high."

You sigh with relief. Glancing up, you see that the top of the cliff is a long way above you.

Digit uses its four skinny arms to skillfully climb upward and you follow close behind. Suddenly, as you reach for another hand hold, three black worms spring onto your arm. When you slam your hand against the cliff, they fly off. But instantly four more wiggle up your sleeve.

"What are these black things?" you shout to Ramda below.

Knocking two off her wrist, she replies, "Zap worms. They'll dig their way into your skin if you aren't careful."

"Yuk!" You grimace as you fight them off as best you can.

"Digit!" you shout frantically. "Get to the top before these worms make my arm their new home!"

"I will indeed!" the little gold robot answers, bounding up the cliff. You charge after it with lightning speed; Ramda is right behind you.

Though the zap worms climb all over your arms and legs, you don't stop to throw them off. Finally you reach the top. Scurrying to your feet, you fling the little black worms to the ground. They're in your hair and on your clothes. Yeeech! Vidi scrapes his wings along your back, knocking away dozens of worms. Ramda pulls them off her striped shirt and stamps them with her feet. "Take that, you slimy things!"

You scan every inch of your body and pull the last zap worm off your arm. Tossing it over the cliff, you yell, *"Bon voyage!"*

You double check behind your ears and ask Ramda, "Are there any more horrid things out here?"

"I hope not," she replies. "Most parts of the outland forests are completely uninhabited, but this area seems to be having a convention for nasty and disgusting creatures."

"That's for sure," Digit adds, shaking the last worm off its metal body.

To your right you spot a giant glass dome and a tall gray column. "What are those?"

"That's where we're going," Ramda replies. "Each one contains an ancient weather weapon. In the Monument of the Cosmic Crystals you'll find the matrix magnet. It can attract the hurricane from a long distance away, allowing you to change its direction. In the Shrine of the Magic Magnets is the linear lodestone. It also attracts the hurricane, but from a shorter distance. Each weapon lasts only a few binary minutes, but the lodestone stays on the screen a little longer before it loses its power. Which data do you want Digit to compile?"

Analyzing the choices you've already made, you pick the one you want.

If you choose the matrix magnet, turn to page 42.

If you choose the linear lodestone, turn to page 46.

Be sure to mark your choice on the Option Sheet on page 124.

chapter 3a

"Let's go to the Monument of the Cosmic Crystals," you say, heading toward the large glass dome.

The round structure is smooth and shiny. An intricate archway is carved into the side. The monument rests on a round slab of gold atop the barren black cliffs.

Ramda leans over to you and explains, "In order to get inside, we'll tell the Calculord the secret password phrase you used to enter Venturia."

"What's a Calculord?" you ask.

She points to a tall old man in a long white robe exiting the glass monument. "That's a Calculord." He's completely bald and wears a bright red sash around his waist.

Bowing gracefully to you, Ramda, Digit, and Vidi, he asks, "Who are you?"

"The Riders of the Light," Ramda begins.

"Where did you come from?" the Calculord inquires.

"From the Land of the Night," she continues.

"How did you get here?" questions the old man.

Ramda explains, "We passed through the glass of lightning's window."

Extending his arm, the old man says, "Won't you please come inside?"

"Certainly," Ramda says with a smile. She pushes her blond hair to the side as she enters the decorative doorway. When you, Vidi, and Digit step in behind her, a burst of different colors flashes before your eyes. Beauti-

ful colored crystals hang from the top of the dome. Streams of rainbows dance in every direction. The insides of the circular structure are covered with beautiful carvings. Shiny golden bowls and glass boxes are neatly arranged in the center of the monument. Glowing colored squares sit inside the tiny boxes.

The Calculord folds his hands behind his back and says, "Children of Venturia, have you come to seek numeric guidance?"

"No, sir," Ramda replies. "That's not why we're here. We need an old weather weapon that you have enshrined here, the matrix magnet."

"I can't give it to you," the old man says, shaking his head. "It has been placed here as a symbol of peace, for all Venturians to contemplate the horrors of the last weather wars."

"But you don't understand," Ramda cries. "Zera is going to unleash an Electronic Hurricane. We must use the old weapon to stop her."

Stroking his chin slowly, the old man warns, "If you take the weapon, you may start a new era of weather wars. Venturia was nearly destroyed during the Techno Tornado Battles."

Very upset, Ramda raises her hands over her head. "If we don't get the weather weapon, Zera will drive everyone from Venturia. She and the evil tribe of Glitches will take over. If that happens, all computers in the Analog Dimension will be destroyed."

"Now I understand," says the Calculord. He reaches into one of the large glass boxes and pulls out a silver container the size of a coffee can. Handing it to Ramda, he explains, "This is the matrix magnet. Use its data wisely."

"Thank you," she replies, pulling out the green data cube. Ramda slips the square into Digit's input slot. All of a sudden you hear the sound of a hissing engine overhead.

"It's Zera!" cries Ramda. "We're trapped."

"For help you must call," Vidi exclaims.

Ramda presses a key on her wrist viewer and shouts, "We're under attack on top of the Cathode Cliffs at the Monument of the Cosmic Crystals."

Romiden's voice comes out of the tiny speaker. "Hang on, Max is on his way!"

"Him I never thought I would be glad to see," Vidi chimes.

You slip up to the doorway of the dome and peek outside. You see a slim red vehicle circling outside.

Ramda looks over your shoulder and grumbles, "That's Zera's Ruby Racer all right." The vehicle flies past the monument door and fires ice arrows straight at you. Together you and Ramda bombard the racer with blasts of cryodarts. Zera speeds safely out of range and circles back for another attack.

The Ruby Racer's weapon ricochets off the glass dome. Ramda fires at the racer, but you have a different idea. Nearby, a withered quadtree leans as if it's almost ready to fall over. Waiting until the right moment, you fire at the quadtree.

Your cryodarts hit the old tree and explode. The tree crashes over and falls directly in front of Zera's Ruby Racer. *Wham!* Hitting the falling tree, the racer spins out of control and zooms over the cliff!

"Good shooting!" yells Ramda.

You both rush over to the edge of the cliff and see Zera's racer is still falling. Zera pulls her racer out of the dive just before she hits the quadtree forest. The Ruby Racer sputters and flies unsteadily back up toward you. You turn and see, off in the distance, the outline of Max's globe-shaped cybercycle. Zera must see it too because she abruptly turns her damaged vehicle and flies off in the opposite direction.

"All right!" you cheer.

"She won't be gone for long," Ramda warns. "She'll repair her Ruby Racer and be after us in no time."

Max swings his cycle to the ground and pops open the door. "Get in quick," he orders. You, Ramda, Digit, and Vidi jump into the vehicle and wave good-bye to the tall Calculord.

If you have a computer, type in the third part of your program:

Commodore owners turn to page 132.
Apple owners turn to page 148.
CoCo owners turn to page 164.

When you are through typing, continue the story by turning to Chapter 4 on page 50.

If you aren't using a computer:

Continue the story by turning to Chapter 4 on page 50.

chapter 3b

"I want to go to the Shrine of the Magic Magnets," you say as you approach the tall gray column.

The slim rectangular structure is so shiny that you can see your reflection. Rows of silver steps lead up to the tall shrine that rises up off the barren black cliffs. Ramda points to the tiny gold door at the base of the column and says, "We'll have to tell the Calculord the secret password phrase in order to get inside."

"What's the phrase?" you ask.

"The same one you used to enter Venturia," she replies.

Ramda runs up the silver steps and a little old man opens the door. His long white hair flows over his big black robe. Gold beads hang around his neck. He bows slowly.

Ramda whispers in your ear, "That's the Calculord."

The old man asks, "Who are you?"

Ramda answers, "The Riders of the Light."

"Where have you come from?" he continues.

"From the Land of the Night," she explains, brushing her blond hair out of her eyes.

"How did you get here?" questions the Calculord.

"We passed through the glass of lightning's window," Ramda concludes.

Bowing again, the old man says, "I would be pleased if you would come inside."

"Of course," Ramda answers immediately. You duck

down after her to fit through the tiny doorway but Digit and Vidi fit in with ease.

When you enter the inner chamber, it takes a moment for your eyes to adjust to the dim light. Blue candles line the walls of the rectangular shrine, creating long shadows across the wall. A giant silver disc is suspended over your heads. It rotates back and forth very slowly and sparkles in the dim blue light. Beautiful glass jars are stacked up along the floor.

The Calculord fingers the gold beads around his neck as he asks, "What kind of numeric guidance do you desire?"

"That's not why we're here," Ramda replies. "We've come to get an old weather weapon, the linear lodestone, which you keep here."

"I am unable to give it to you," the old man says solemnly.

"But why?" Ramda cries. "If we don't get the weapon, Venturia will be destroyed."

"That's exactly why the linear lodestone has been enshrined here," the Calculord points out. "We stopped the weather monsters' invasion of Venturia by promising them that, if they never attacked again, we would never use our antiweather weapon on them."

"We don't want to use it on the weather monsters," Ramda pleads. "We must stop Zera from taking over Venturia with her Electronic Hurricane. If she and the evil Glitches invade Venturia, then all the computers in the Analog Dimension will be destroyed."

"I didn't realize that," the Calculord apologizes. "You must take the weapon right away." He reaches into one of the beautiful glass jars and pulls out a golden cone. Handing it to Ramda, he says, "Use this very carefully. We don't want to make the weather monsters angry or they'll attack again. The last battle we fought with them nearly ruined Venturia."

"We'll use it wisely," Ramda assures the old Calculord as she removes the weapon's green data cube. She slides the square into Digit's input slot and the little robot begins the translation process. As it rocks back and forth, you hear the hiss of a nearby engine.

"What's that?" you ask fearfully.

Ramda pauses to listen. "It sounds like Zera's Ruby Racer."

She rushes to the door of the shrine and cautiously peeks out. "I knew it!" Ramda cries.

Ducking down in the doorway, you spot Zera's slim red vehicle speeding across the sky.

"In trouble we are," Vidi exclaims.

"I'll call for help," Ramda says as she presses a key on her wrist viewer. She shouts into the tiny speaker, "We're trapped inside the Shrine of the Magic Magnets on top of the Cathode Cliffs."

Romiden replies, "I'll send Max immediately."

"The first time this will be that him I will be glad to see," chirps Vidi.

Suddenly Zera swings her racer around and dives straight for you. Before you and Ramda can whip out your dart guns, Zera fires her weapons against the side of the shrine. You duck away just in time. Grabbing your dart gun, you aim for the red vehicle and shower it with cryodarts. Zera moves in closer and returns the fire. When she swings the racer around, you aim for a small opening in the side of the vehicle.

Blam! A cryodart explodes inside the engine of the Ruby Racer. The vehicle shakes violently and gyrates through the air. The racer's cockpit is instantly filled with dense black smoke and Zera can't see!

Out of the corner of your eye you see Max's globe-shaped cybercycle speeding right toward you.

Still blinded by smoke, Zera spins her vehicle high up into the air and flies out of sight.

"We did it!" you cheer. "She's gone!"

"She'll be back sooner than we think," Ramda says with a groan. "She'll fix her Ruby Racer and come after us again."

"Beat her we can," Vidi replies enthusiastically.

"Indeed!" Digit adds.

Max quickly lowers the cybercycle to the ground. He throws open the door and yells, "Let's get out of here!"

You, Ramda, Vidi, and Digit wave good-bye to the little Calculord as you pile into the cycle.

If you have a computer, type in the third part of your program:

Commodore owners turn to page 132.
Apple owners turn to page 148.
CoCo owners turn to page 164.

When you are through typing, continue the story by turning to Chapter 4 on page 50.

If you aren't using a computer:

Continue the story by turning to Chapter 4 on page 50.

chapter 4

Max drives the cybercycle straight into the air, leaving the Cathode Cliffs far behind. He swoops over the quadtree forest and asks, "Everybody okay?"

"Yes," Ramda answers, "thanks to you."

"At your service," Max replies, tipping his hand to his big black hat. "Sit back and relax; it's a long ride to Syntropolis."

"What's that?" you inquire.

Ramda smooths down Vidi's feathers and says, "It's where the Logic Library is located. Four old weather weapons are on file there. But we'll only take green data cubes from two of them."

"You'll have to move fast," Max urges. "There are only four octal hours before Zera's deadly hurricane reaches Venturia."

Ramda takes a deep breath and shakes her head sadly. "We've got a lot of ground to cover before then."

"We can do it!" you encourage her.

"You bet we can," Max cries.

"I hope so," Ramda replies with a discouraged sigh.

"So far everything's going great," Max points out. "The evacuation is successful and you've recovered two more data cubes in spite of Zera's attacks. Now all we have to do is get four more and use our superweapon to blast that nasty hurricane out of Venturia."

"But Zera knows that we're trying to stop her," Ramda

says, moaning. "She and the Glitches will do everything to prevent us from recovering more weather weapons."

"We've beaten her twice," you explain. "We can do it again!"

"Right that is," Vidi chirps.

Digit rocks its gold body and says, "The weather weapon I am programming will be more powerful than anything you've ever seen." Pointing to you, the robot says, "With our friend here operating the controls, we'll neutralize that Electronic Hurricane in two binary seconds."

"If all of you are so confident," Ramda begins, "then there's nothing that can stop us from defeating Zera."

"That's the spirit!" Max exclaims.

Glancing out the window, you notice rolling hills covered with quadtrees as far as you can see. Max twists the cybercycle to the right and you spot a golden city on top of a huge white mountain.

"What's that over there?" you ask, pointing to the beautiful city.

"Syntropolis it is," Vidi replies. "A strange and wonderful place it is."

"Why?" you question him.

"Unusual creatures live there," Vidi explains. "Odd shapes and sizes they are. The library is vast and wonderful."

"You're right, Vidi," Ramda agrees. "I've always loved going there. It's like a great palace filled with magic and secrets."

All of a sudden, the cybercycle jolts to the right. You jerk forward and Vidi crashes to the floor.

"What's going on?" Ramda yells.

Max struggles with the controls and shouts, "I don't know. The cycle's losing power!"

"What'll we do?" Ramda shouts, reaching for Vidi.

"Hang on tight," Max advises. "We're going to have a bumpy landing."

The cycle dives and spins as Max's hands fly across the

panel of dials, levers, and buttons. As the vehicle plunges toward the golden city, you clutch the sides of your seat with both hands. The cycle engine sputters and smoke pours out the back. From the corner of your eye you spot Syntropolis's shiny buildings. Max dodges around the spectacular rectangular towers and searches for a safe place to land.

You close your eyes and hold your breath when smoke starts to fill the crippled vehicle. The cycle rolls over and skids into a building. *Wham!* Max yanks the controls and pulls the cycle away. Flipping the vehicle over, he rams it into the ground.

Ramda leaps for the door and throws it wide open. Smoke pours out. You yank Digit from its seat and jump through the doorway. Max tumbles after you and Vidi falls on top of him.

Max swings his arms wildly and yells at the white bird, "Get away from me, you one-eyed idiot!"

Vidi flies into the air and angrily retorts, "I have not come to be so insulted."

Max snaps back, "Where do you usually go to be insulted?"

"Cut it out," Ramda orders. "We've got to find our way to the Logic Library and the Negative Number Vaults as quickly as possible."

Vidi flaps his wings and declares, "This way we must go."

Max brushes off his checked coat and black pants. You adjust your black and gold helmet as Ramda helps Digit up off the ground. The little gold robot immediately rolls forward on its two wheels. You, Ramda, and Max follow close behind as Vidi leads the way.

"This place is deserted," Ramda observes. "Everyone must have already been evacuated."

"Or else they're hiding, pretending to have evacuated," Max explains.

The clean white streets are as shiny as glass. The golden buildings rise high above your head. Each one is covered with intricate carvings of circles and squares. Suddenly a big blue triangular creature rolls across your path. You jump to the side and Ramda laughs. "Don't worry, that's just a tripotomous. They're harmless."

"Glad to hear it," you remark with a sigh of relief.

Vidi leads you and the others down the narrow winding streets of Syntropolis. The air is a bit chilly and smells like burned plastic. "This place smells lousy," you complain.

"That's because the Parameter Factory must be producing synchronized subroutines," Ramda explains. "You should smell it when they're making program statements. Yuk!"

As you round another corner, Ramda cries out, "It's Zera!" She pushes you against the wall and says, "Zera and two Glitches are up ahead. We'll go in another direction."

"This way," Max orders, heading to the left.

You race after him, hoping to avoid the weather villain and her two accomplices. Speeding past the gold carved buildings, you arrive at a huge shiny structure.

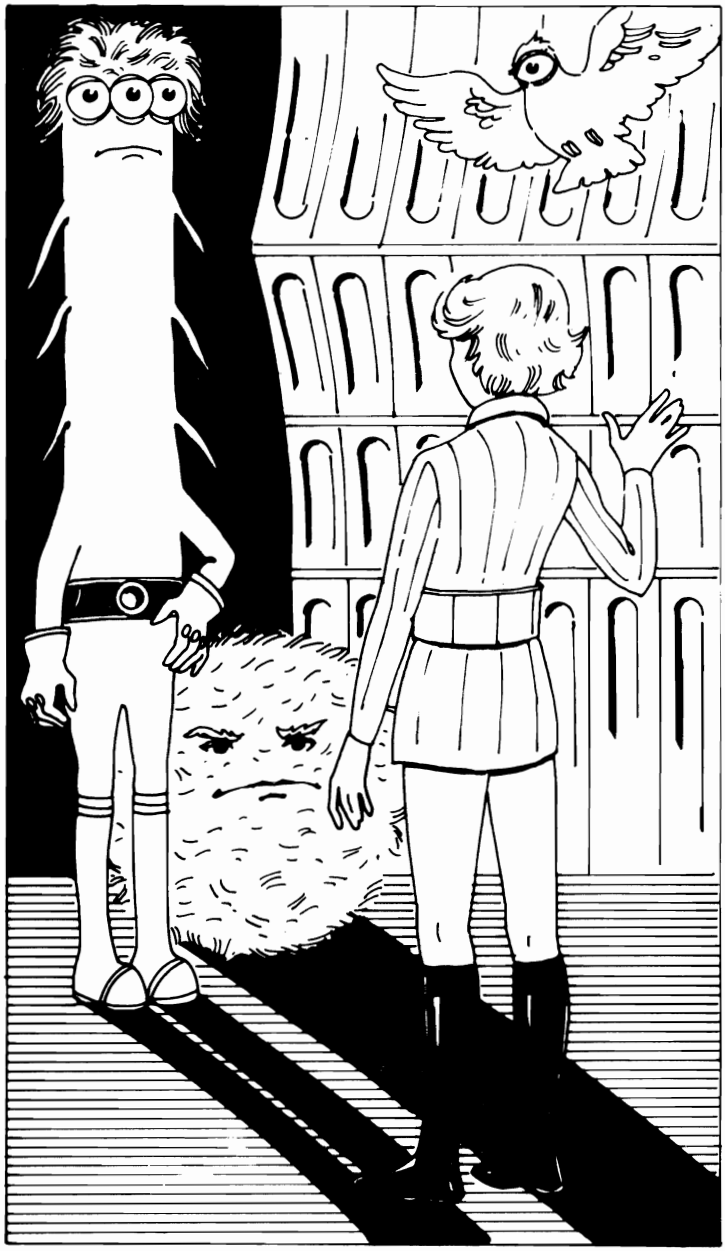
"We're here!" Ramda joyfully exclaims. She runs toward a large black door and says, "This is the Logic Library. The Negative Number Vaults are next door. We'll go there next. Get inside here as fast as you can. With any luck we may be able to get our data and escape before Zera discovers we're here."

Max throws open the library door. Ramda pushes you inside with one hand and she pulls Digit in with the other. Vidi slips inside just before Max slams the black door shut. He secures the lock as Ramda yells, "Dabble and Buffer, where are you?"

"Here we are," answers a voice from the next room.

"We need your help," she shouts.

"What can we do for you?" asks a tall yellow creature.



Red spikes run up and down the tube-shaped thing. Three purple eyes stare down at you.

"Dabble," Ramda says to it, "we must get the green data cubes for the old weather weapons."

A furry orange ball rolls up and asks, "Which one do you want?"

Placing her hand on top of the furry creature, she asks, "Buffer, can you tell me the difference between the weapons?"

"Sure," Buffer replies. "There are weapons here in the main library building and weapons in the Number Vaults next door."

"Let's get a weapon out of the main building first," Ramda requests.

Buffer says, "In the X Towers we have the graphic globe, which is used to protect Venturian villages from any weather attack. To activate a globe you must place pixel generators on two opposite sides of a village. In the Y Tunnels is the static shield. It also will guard a village, but needs only one pixel generator placed inside the village. The static shield uses up more microenergy but is easier to operate. Which one do you want?"

Before you can answer, a loud roar suddenly erupts outside the library door.

"What's that?" you cry.

"It's Zera's Ruby Racer!" Max reports.

Ramda grabs you by the arm and warns, "Hurry up and make your choice before she breaks in."

You consider the choices carefully and decide.

If you choose the graphic globe, turn to page 56.

If you choose the static shield, turn to page 60.

Be sure to mark your choice on the Option Sheet on page 124.

chapter 4a

"I want to add the graphic globe data to the weather weapons I've already acquired," you quickly reply.

"It's in the X Tower," Dabble says. "Follow me!"

The tall yellow creature turns and rushes into the library. The soft red spikes on its tube-shaped body flap up and down as it moves.

You follow it into the shiny white corridors of the building. Suddenly you hear a ferocious pounding at the door. *Blam! Crash!* You glance back and see the black doors beginning to give way.

"Zera's driving her Ruby Racer through the door," Max yells.

"She'll break through at any minute," Digit exclaims as it speeds after the odd-shaped librarian.

"Ahead you must go," Vidi orders. "My eye beam I'll use to slow her down."

"Good idea," Ramda shouts. "Use your electroray to heat that door up. That'll stop her."

Vidi blasts a powerful beam from the eye in the middle of his head. The beam sprays across the door, instantly heating the metal to a blazing temperature.

You race deeper into the library as Vidi continues to bombard the entrance. Speeding past huge glass cubes, you jump over piles of black tablets. Long red wires are hanging from the ceiling and blue barrels are stacked up against the wall.

As you dart around the corner, Dabble throws open a door and tells you, "The X Tower is through here. Once you're all inside I'll barricade it shut."

"Don't forget Vidi," Ramda yells.

Max shakes his head and grumbles, "I'd like to forget that vector vulture ever existed."

Ramda yells for Vidi to come at once. The white bird speeds across the ceiling and jumps through the door just before Dabble slams it shut. Ramda and Max scurry up the narrow stairway as you help Digit up each step.

You stop short when you finally reach the top, because the floor ahead opens up into a huge cavern. A high tower rises above you and long white columns fill the middle.

Pointing to one of the columns, Dabble says, "The data for the graphic globe is up there."

You suddenly feel very cold and ask, "Why is it freezing in here?"

"Because those long white tubes contain frozen data," the red-spiked librarian answers. "I'll have to climb up the ladder of column number six to recover the data you need. There's a secret exit at the bottom of the cavern. I'll get the data cube while you climb down one of the other columns."

"Good plan," Ramda says, hopping out onto the ledge that crosses the middle of the vast tower. She reaches out for one of the long white tubes and grabs hold of the slim ladder running up the side. Carefully steadying herself, she starts climbing down. Max follows close behind and you help Digit get a firm grip on the ladder.

All of a sudden the door at the bottom of the stairs flies open. Zera bursts in, firing ice arrows at you. Two green-haired Glitches battle beside her. You climb onto one of the frozen data columns as fast as you can.

"Hurry up," you yell up to Dabble. "Zera and those red-robed villains will catch us any second!"

Vidi flies into the stairwell and blasts the three attackers with his electroray. "Aaaah!" they scream.

Zera raises her hand and flings a lightning bolt at Vidi. The bolt hits Vidi's electroray in midair and explodes in a shower of sparks. Vidi is thrown over backward and he tumbles down into the cavern.

"Vidi!" Ramda screams as the bird falls past her. He crashes onto the floor below.

"I've got the data cube!" Dabble calls out.

"Throw it down to me," you yell to the yellow creature.

Above you see Zera in her silver suit, climbing onto the ledge. As Dabble tosses the green cube, she grabs for it with both hands. You whip out your cryodart gun and shoot her from below. A frozen dart hits her in the arm and she narrowly misses the falling data cube.

With lightning speed you reach up and grab the precious object with one hand. Zera and the Glitches jump onto the white columns and charge down after you.

"Blast the ladder above and below them," Ramda yells.

"With pleasure," you declare, aiming straight for it. You and Ramda let cryodarts fly and Max pours retrorifle fire at Zera and the Glitches. Digit shoots its tape beam at the treacherous trio. They fight back ferociously, but the cryodarts and retrorifle fire destroy the ladders above and below them. Dabble scurries up its ladder and escapes safely.

"They're trapped," Ramda cries happily. "Let's get out of here."

You scramble to the floor and rush to Vidi's side. The white bird doesn't move when you scoop him up.

The dark-haired villain continues shooting ice arrows as Max quickly locates the secret door. He yanks it open. You and your friends escape before Zera can stop you.

If you have a computer, type in the fourth part of your program:

Commodore owners turn to page 134.
Apple owners turn to page 150.
CoCo owners turn to page 166.

When you are through typing, continue the story by turning to Chapter 5 on page 64.

If you aren't using a computer:

Continue the story by turning to Chapter 5 on page 64.

chapter 46

"Let's go get the data for the static shield weather weapon," you suggest.

"I'll take you to the Y Tunnel where it's stored," replies the furry orange creature. Buffer turns and scurries into the library's shiny white hallway.

You follow close behind when all of a sudden the front door flies open. Zera and two Glitches charge inside with their weapons blasting! Ice arrows fly past you. Raising your cryodart gun, you fire back as Max bombards them with his retrorifle.

Digit shoots its tape beam onto the three attackers. The slimy brown strings stick to the Glitches' blue faces and red robes and they struggle to break free. Buffer throws open a side door. "Climb in here," the librarian orders.

Vidi shoots Zera with the electroray from his eye as you, Ramda, Digit, and Max follow Buffer down into a tunnel. Vidi's powerful eyebeam explodes onto the villains and they scream in pain. When they fall to the floor, Vidi jumps into the tunnel and pushes the door shut. He aims his electro eye and blasts the door with a shower of electricity that melts the metal door permanently shut.

"Nice going," you call out when Vidi flies overhead and lands on Ramda's shoulder. You run through the dark tunnel as Buffer leads the way. The orange librarian twists to the right and leads you into a magnificent silver room. Shiny round disks cover the walls. Rectangular

carvings line the ceiling. Tall silver slabs stand upright in the middle of the chamber.

Buffer darts around the slabs and orders, "Follow me. The weapon you want is kept in the data pools." The furry round creature directs everyone into a huge room filled with a giant pool of steaming black liquid.

"It's awfully hot in here," you say as you wipe your forehead.

"That's because the black thermal pools must be kept scalding hot."

"Why?" you ask.

"In order to keep the data inside fresh for use in the future," Buffer says. Pointing to the little islands joined together by a narrow metal bridge, the librarian adds, "The data you want is over there. Come with me and I'll get it for you."

The little orange creature climbs up onto the bridge that leads to the middle of the giant pool. You and Ramda step onto the narrow structure and pull Digit up behind you.

As Vidi flies overhead, Max grumbles, "I wish that bird would get an urge to take a bath and dive straight into this steaming liquid."

The first bridge sways and shakes as you climb across. You reach a tiny silver island. Two more bridges branch off onto two more islands. Blazing hot steam rises from the liquid pool.

The furry librarian scurries from island to island before it says, "Here is where the static shield data is stored."

Buffer reaches into the middle of the silver island and pulls up a column full of drawers. Then it pulls out a green data cube and hands it to you. "This will give you the information you need to create the static shield."

Suddenly Zera and the two Glitches burst through the door and spray the room with ice arrows. When frozen missiles fly into the hot pool, blasts of steam fill the room.

Vidi soars into the air and aims his eye beam straight at Zera.

Before he can fire, however, the dark-haired villain bombards the white bird with ice arrows. Vidi is hit! He falls over backward and plummets toward the black pools. You leap into the air as high as you can and grab Vidi's foot. He doesn't move as you hold him in your arms.

Ramda gasps when she sees the motionless bird. In a fit of anger, she aims for Zera and pounds cryodarts straight at her silver suit, but steam swirls through the air, making it hard for her to see clearly. Suddenly the three villains climb onto the bridges and run toward you.

"There's a secret door out of here," Buffer whispers. "Take the bridge on the right to the back wall. I'll sneak out the other side. In this fog they won't know which way we went."

"Good idea," Ramda replies as she blasts her dart gun. "Just to be safe, let's destroy all the bridges so they'll be trapped here."

"My pleasure," exclaims Max, pouring rifle fire into the steamy room. *Crash! Splash!* One by one the narrow bridges fall into the black liquid. When a patch of steam clears away, you spot Zera and the two Glitches stranded on one of the islands.

"All right!" you shout, leaping across the bridge to the back door. You clutch Vidi securely against your chest. Max kicks the door open and you, Ramda, and Digit jump outside.

If you have a computer, type in the fourth part of your program:

Commodore owners turn to page 134.
Apple owners turn to page 150.
CoCo owners turn to page 166.

When you are through typing, continue the story by turning to Chapter 5 on page 64.

If you aren't using a computer:

Continue the story by turning to Chapter 5 on page 64.

chapter 5

Once outside the library, Ramda grabs the wounded bird and cries, "Vidi, are you all right?"

The bird lies motionless. She strokes his wings gently and finally Vidi opens his eye a tiny crack.

Max reaches up and places his hand on Ramda's shoulder. "He'll be okay until we can get him some micro-medicine."

Ramda lowers her head. "I hope so," she says sadly.

"We should get the next data square as fast as possible," Max advises. "There are only three octal hours left."

"I almost forgot to input the green data cube," you exclaim as you place the square into Digit.

"Thank you," the little gold robot replies.

"Where do we get the next weather weapon?" you ask.

"At the Negative Number Vaults right next door," Ramda answers. "They're on the other side of the Logic Library. Let's hurry so we can get Vidi some medicine as soon as possible."

Max leads the way around the front of the gold building. Zera's Ruby Racer is still rammed through the front doorway. The other two racers are parked beside it.

As you reach the edge of the library, Ramda cries out, "Oh, no! What happened to the Negative Number Vaults?"

All you can see is a huge black cloud surrounded by fierce bolts of lightning. "Where's the building supposed to be?" you ask.

"Right where that cloud is," Ramda says, pointing to the fierce black cloud. "The vaults are gone!"

"No, they're not," Digit exclaims. "My data scanner reports that the vault building is inside that cloud."

Shaking his head, Max says, "I think Zera got to the Negative Number Vaults first. She's covered the building with an electrostorm so we can't get inside."

Ramda stamps her foot in anger. "That weather witch has beat us! Now we'll never be able to create a superweapon strong enough to stop her deadly Electronic Hurricane." She lowers her head and softly strokes Vidi's wings.

"I can fight my way through that electrocloud," Max says confidently.

"No!" shouts Ramda. "You'll never get out alive."

"It's the only chance we have to save Venturia!"

"It just won't work," Ramda responds, turning to walk away. "Let's go back to the cybercycle and see if we can make it fly us back to CPU Central."

"Wait!" yells Digit. "I have just completed some calculations that conclude I can get through the electrocloud safely."

"You'll melt!" Ramda says frantically.

"No," Digit argues, "I can use the weather weapons that have been programmed into me and walk right through that storm."

"You don't know that for sure," Ramda protests.

"You're right," Digit confesses. "But I've got a fifty-fifty chance."

"If you don't come out of there in one piece," Ramda warns, "then Venturia is doomed."

Digit rocks back and forth on its wheels and says, "What chance has Venturia got if I don't go in there?"

"The little robot's right," Max points out. "We have to take the risk."

"I know we do," Ramda says with a sigh. Turning to Digit, she asks, "You will be careful, won't you?"

"Of course," the robot declares confidently. "There are two weather weapons inside those vaults. Which one do you want me to recover?"

Ramda examines the silver data tablet that Lazarius provided. "This list says that there are two chambers inside the Negative Number Vaults. In the Chamber of Whole Numbers is the unitrapper weapon. The multitrapper is in the Chamber of Fractions. The unitrapper can stop a storm for a certain number of binary minutes, but you can only use one unitrapper at a time. The multitrapper can't stop a storm for as long as a unitrapper, but you can use more than one multitrapper at a time."

Turning to you, Ramda asks, "Which weapon do you want Digit to get?"

You quickly analyze how each would fit in with the other choices you have already made. After you tell Digit your selection, the little gold robot rolls toward the raging black cloud. Fierce bolts of lightning flash in all directions. Burning white sparks explode in the air. The thick cloud tumbles and swirls dangerously around the vault.

As Digit nears the perilous storm, Ramda bites her lip and taps her foot nervously. Max clenches his hands behind his back and paces back and forth. You fidget with your helmet. Only Vidi, unaware of the potential danger, lies perfectly still.

When Digit reaches the edge of the storm, lightning slams into the robot's metal body. Sparks shoot into the air but Digit keeps right on moving. The brave robot disappears into the electrocloud.

All eyes are glued to the storm as everyone waits for any signs of trouble. Lightning continues to rage and sparks explode everywhere. The minutes drag on endlessly. You rub your hands together. Ramda rocks Vidi

back and forth. Max stands perfectly still, staring straight ahead at the ferocious black cloud.

"Digit's been in there too long," Ramda says with a groan.

"Be patient," Max says in a comforting tone.

Ramda grows more and more anxious. All of a sudden the storm erupts in a violent clash of lightning. Fierce blasts of electricity explode high into the sky.

"Oh, no!" Ramda cries as black smoke pours in all directions. The thick cloud moves over your head.

"Lie down so you don't choke," Max orders.

You fall to the ground beside Ramda and take slow, careful breaths. As you lie motionless, the smoke grows dangerously closer.

"Maybe we should run for it," Ramda suggests.

"Not without me!" Digit calls out, rolling toward you through the smoke.

"You're okay!" Ramda cheers.

"You'd better believe it. I'm programmed with the green data cube I was asked to recover and I'm ready for more."

"Let's head for the cybercycle and get out of here," says Max.

"You'll have to beat me to it!" Ramda shouts, jumping to her feet and charging away from the billowing black smoke. "Max, I hope you can fix the cycle."

Running alongside you and Digit, Max brags, "I can fix anything."

Whether you choose the unitrapper or the multi-trapper, be sure to mark your choice on the Option Sheet on page 124.

If you have a computer, type in the fifth part of your program:

Commodore owners turn to page 136.
Apple owners turn to page 152.
CoCo owners turn to page 168.

When you are through typing, continue the story by turning to Chapter 6 on page 70.

If you aren't using a computer:

Continue the story by turning to Chapter 6 on page 70.

chapter 6

You run through the streets of Syntropolis and spot the cybercycle up ahead. Max throws open the engine compartment and inspects the damage. "I'm sure I can fix it," he calls out confidently.

"Great," Ramda replies with a sigh of relief. "If we move fast, we'll be able to get the last two data cubes before the hurricane strikes."

"How much time is left?" you ask.

"Only two octal hours," she answers grimly.

"I've got it," Max declares. "All I had to do was reconnect the linking loader and execute the object code. It's good as new."

"Let's get a move on!" Ramda says, carrying the wounded bird to the cycle. As soon as you and Digit strap yourself in securely, Max starts the engine and takes off. He zooms over the golden buildings of the city and flies high into the air.

"Ramda," Max begins, "I'll drop you off at Altair and return Vidi to CPU Central for treatment. Then you can take the transport tubes to your last destination."

"Thanks, Max," says Ramda. "Vidi's life may depend on your help."

"That bird's saved my life before," Max admits. "It's the least I can do for him." After a brief pause, he adds, "But don't ever tell him I said that!"

You glance out the window at the quadtrees below. A narrow road winds through the black leafy forest. Hundreds of Venturians are scurrying to escape before the deadly hurricane strikes.

As you watch the caravan of strange-looking vehicles, multicolored creatures, and people on foot, the cybercycle suddenly tumbles over backward.

"It's Zera!" Ramda cries.

"No," says Max, struggling to steady the craft. "It's the preliminary wind from Zera's hurricane. It must be getting closer to Venturia."

Another fierce blast jolts the cycle but Max yanks the controls and skillfully remains upright. The cycle shakes violently as he fights to prevent a crash. It bounces through the air with each gust of wind and drops dangerously close to the quadtree below. You jerk to the side and nearly fall out of your seat when Max plunges to the left to narrowly avoid a large clump of quadtrees.

"Altair is just up ahead," Max calls over his shoulder. "We'll make it in one piece if we're lucky."

To distract yourself from the dangers, you ask Ramda, "What's in the city of Altair?"

"It's not a city," Ramda explains. "It's a huge complex where numeric data is bought and sold."

Instantly the cycle jolts over backward and you grab your seat with both hands. Max scrambles to regain control but the violent wind tosses the helpless vehicle through the air.

"Hang on, gang!" Max advises. "We'll be coming in for a landing in a binary second. And I hope it'll be right side up."

As the cycle spins you see glimpses of multicolored buildings below. Using all his skill, Max bravely guides the vehicle around the buildings. The cycle jerks to the right and glides to a stop.

"A perfect landing," Ramda says joyfully.

Max slumps back in his seat and lets out a deep breath.

"Nice going," you congratulate him.

Ramda slides up next to Max and asks, "With this wind do you think you and Vidi can safely return to CPU Central?"

"I have to admit it'll be a bit tricky," Max replies. "But I got you here, didn't I?"

"That you did," says Ramda, tucking Vidi snugly into a metal box and strapping him into a seat. You help Digit out the door and Ramda says, "Max, be very careful."

"I will," he answers.

Ramda slams the cycle door, then Max shoots up into the air. Ramda turns and inspects the surrounding buildings. The wind isn't as fierce on the ground.

"This place is deserted," she remarks. "I hope there are a few merchants hiding out who can help us find the old weather weapons we need." She examines her data card and says, "We can either go to the old Memory Mart or the Antique Data Shop. The Memory Mart sells an assortment of digital devices. If we go there we can get a digi bomb. The Antique Data Shop will have the sector mine."

"What's the difference between the two?" you ask.

"You can drop a digi bomb in the path of the hurricane, and it will go off in five binary minutes. If it explodes in the center of the hurricane, you'll drain ten units of macroenergy from it. If you drop a sector mine, it won't go off *until* the hurricane passes directly over it. However, the sector mine takes away only five units of the hurricane's macroenergy. Which one do you want to be part of the superweather weapon?"

You quickly make your choice.

If you choose the digi bomb, turn to page 75.

If you choose the sector mine, turn to page 78.

Be sure to mark your choice on the Option Sheet on page 124.

chapter 6a

"Which way to the Old Memory Mart?" you inquire, looking at the multicolored buildings that surround you.

"To the left," Ramda answers, pointing to a row of blue and orange structures. "Let's get the weapon as fast as possible," she adds.

As you, Ramda, and Digit run through the shopping complex, you catch a glimpse inside the numeric shops. Though they're deserted, brightly lit signs hang above each store. Piles of silver boxes fill the shop labeled Miniature Boolean Bears. Next door the Algebraic Floor Covering store is filled with racks of black, red, and yellow tiles, all decorated with unusual designs.

"Look out!" cries Digit. All of a sudden, two Ruby Racers soar overhead. Ramda pulls you around the corner and you almost slam into a pile of blue rectangles stacked outside the Two Smoles Discount Documentation store. Digit struggles to keep up as you race through the maze of numeric shops hoping Zera doesn't spot you.

"There's the Old Memory Mart," Ramda shouts, pointing to the left.

You scan through the clutter of signs and reply, "I don't see it."

"It's the little white building next to the Low-Cal Data Deli," she explains. The roar of Zera's engines grows closer. "Hide!" yells Ramda.

You and she dive into a Decimal Fruit Stand and Digit

buries itself in the piles of square oranges. You cautiously peek out and see the two red vehicles circling overhead. A racer swings down for a closer look. No one moves.

Suddenly a batch of decimal oranges tumbles out into the street. You hold your breath. Luckily, the Ruby Racer flies off to another part of the complex.

"Make a run for the Memory Mart," Ramda orders. She jumps up, pulls Digit out of the oranges, and almost drags it to the old shop. She tries to open the door but it's locked up tight.

"Oh, no!" she cries, angrily pounding her fist on the door. "We have to get inside."

"We could shoot the door open," you offer.

Before Ramda can answer, a woman's voice from inside the shop says, "Who are you?"

"It's me, Ramda. I've come for the digi bomb."

The woman repeats the question as if she doesn't believe her.

Thinking quickly, you answer, "We're the Riders of the Light."

"Where did you come from?" the woman asks.

You complete the phrase as you did before and the door slowly opens. A tiny woman peeks out and recognizes Ramda, who then explains why she has come. The woman hands her a flat red box then slams the door, yelling, "Please go away."

Ramda opens the antiweather weapon and pulls out the green data cube. She slides it into Digit and says, "We've got to get to the transport tube as quickly as we can before Zera finds us."

You and Ramda each grab one of Digit's metal arms and lift the little gold robot off the ground. The three of you speed through the sea of shops, watching carefully for any signs of Zeŗa and her gang. Darting swiftly past more data shops, you spot the glass transport system up ahead.

As you run straight for it, two Ruby Racers swoop down from the sky. The flying machines pour a thick shower of snow on top of you. It covers the ground instantly, and you nearly slip and fall. More and more snow fills the air, making it nearly impossible to see. You struggle through the storm and Ramda tumbles to the ground. The Ruby Racers plunge right toward you and fire deadly ice arrows. Ramda leaps to her feet and the three of you dive into the transport tube.

The Red Racers hover overhead as you shake off the snow and prepare to ride down the long glass tunnel. Ramda hits the controls and your reclining seat flies forward.

If you have a computer, type in the sixth part of your program:

Commodore owners turn to page 138.
Apple owners turn to page 154.
CoCo owners turn to page 170.

When you are through typing, continue the story by turning to Chapter 7 on page 82.

If you aren't using a computer:

Continue the story by turning to Chapter 7 on page 82.

chapter 6b

"Lead the way to the Antique Data Shop," you tell Ramda cheerfully.

"It's just past those green and red buildings," she says, pointing to the right of the shopping complex. "We'd better get that weapon as fast as we can."

She runs ahead and you and Digit quickly follow her through the multicolored buildings. Cluttered signs adorn each shop and piles of merchandise are stacked out front. The streets are deserted and you don't see anyone inside the stores as you race by.

Speeding past the Byte-O-Rama, you see huge stacks of jars inside full of green liquid. Across the street, giant flaming barrels line the front of the Surplus Thermal Data store. Multicolored decorations cover the front of Big Alpha's Used Equations.

You fly past more deserted data shops. All of a sudden two Ruby Racers swoop down out of the sky. They bombard you with a shower of huge hailstones. The iceballs cover the ground, making it impossible to move. The two racers fly dangerously close and blast ice arrows straight at you. You and Ramda grab Digit by the arms and dive out of the way. Jumping behind a pile of beat-up silver boxes outside a shop, you narrowly escape Zera's attacks.

"We've got to get the weather weapon," Ramda declares as Zera hovers overhead and continues pouring hailstones over the ground.

"Zera won't let us escape," you point out grimly.

"I think we can sneak out the back of this store," she tells you.

You reply, "Zera's not dumb enough to fall for that old trick."

"It's the only chance we've got," Ramda insists, entering into the Silicon Shoe Shop.

It's completely dark inside and you stumble over more metal boxes. Ramda gropes along the back wall in search of a door. "I've found it!" she announces finally.

She opens it a crack and cautiously peeks out. "No signs of trouble out here," she says, slipping out into the back alley and inching carefully along the side of the building.

You slide swiftly past a dozen stores. When you finally reach the end of the alley, Ramda says, pointing to the right, "The Antique Data Shop is just over there between the Cut-Rate Robot Store and Syntax Error Supplies. When I count to three, tear across the street as fast as possible."

You each grab one of Digit's metal arms and lift the little gold robot off the ground.

"One, two, three . . . go!"

With a burst of speed, you fly out into the street with Digit swinging in the air. You charge for the front door. Flinging it wide open, the three of you dash inside. You set Digit down on its wheels and breathe a sigh of relief.

Turning to inspect the data shop, you see a tiny old woman—shoving a long red weapon in your face!

"What are you doing here?" she barks.

"We've come for the sector mine weather weapon."

Not recognizing Ramda, the white-haired woman scowls and asks, "Who are you?"

"I'm Ram—" Ramda begins, but you raise your hand and motion for her to stop.

"We're the Riders of the Light," you explain.

"Where did you come from?" asks the old woman, shaking her weapon in your face.

You tell her the rest of the password phrase and she says with a smile, "Why didn't you say that in the first place, instead of bursting in here, scaring me half to death?"

"Sorry," Ramda says. "Zera was attacking us from the air because we have come for the sector mine weather weapon."

"Those foolish Ruby Racers have been flying all over the place," grumbles the woman. "I'd like to blast them all out of the sky."

"You and me both," you answer, nodding in agreement.

The little woman digs through the cluttered shop full of black tubes, silver balls, and strange-looking orange tablets. She pulls out a silver cone and hands it to Ramda. "Here's your sector mine."

Ramda quickly pulls out the green data cube and hands the weapon back to the old woman. As she slides the square into Digit, she says, "Sorry, but we've got to get away from here quickly, before Zera finds us."

"Good luck!" says the tiny shopkeeper.

Ramda waves good-bye to her and heads for the door.

Once outside, she says, "We'll have to take the transit tube again. It's located at the end of this street. Let's run for it!"

You and she grab Digit up by the arms and run as fast as you can. But just as the glass transit system comes into view, two Ruby Racers blast suddenly across the sky!

They shower ice arrows dangerously close, but you dive for the tube and leap inside. Ramda pushes the controls as soon as you strap yourself in. Suddenly you lunge forward into the long glass tunnel.

If you have a computer, type in the sixth part of your program:

Commodore owners turn to page 138.
Apple owners turn to page 154.
CoCo owners turn to page 170.

When you are through typing, continue the story by turning to Chapter 7 on page 82.

If you aren't using a computer:

Continue the story by turning to Chapter 7 on page 82.

chapter 7

Two Ruby Racers zoom overhead as you speed through the transit tube. They bombard the glass with ice arrows. You twist through the rectangular tunnel and stare fearlessly at the attacking villains. Their weapons ricochet off the tube's surface. Suddenly an onslaught of arrows rips a gaping hole in the side! Glass flies in all directions.

Zera and the Glitches attack relentlessly. They smash through the glass again and again, but fortunately their arrows narrowly miss you. The transport system whips to the right and stops abruptly.

"What's going on?" you demand.

Ramda flies out of her chair, grabs Digit, and cries, "We've got to get out of here and take a boat across Fortran Lake to the Robot Zoo Island."

"But Zera's outside," you exclaim as she swings open the glass door.

"We don't have any choice," she explains. "This is the only way to get there. We must get the last weather weapon or Venturia will be overrun by Zera and the evil Glitches."

"I'm with you," you tell her confidently.

"I know," she replies. Pointing to a row of slim silver boats on the edge of the green lake, Ramda remarks, "This is the final battle. Don't stop, don't look back, and keep on fighting!" She takes a deep breath and yells, "Let's go!"

Ramda leaps out the door and charges straight for the narrow boat. The two Ruby Racers dive out of the sky and open fire. You blast them with cryodarts as you race after Ramda. Digit flings its tape beam up at the villains. A mass of brown threads engulf the racers. They plunge their red vehicles forward and easily knock the threads away.

You squeeze off more cryodarts and run as fast as you can. Up ahead Ramda jumps into one of the silver boats. You and Digit dive in after her. The little robot topples over backward. You help it up with one hand and keep firing with the other.

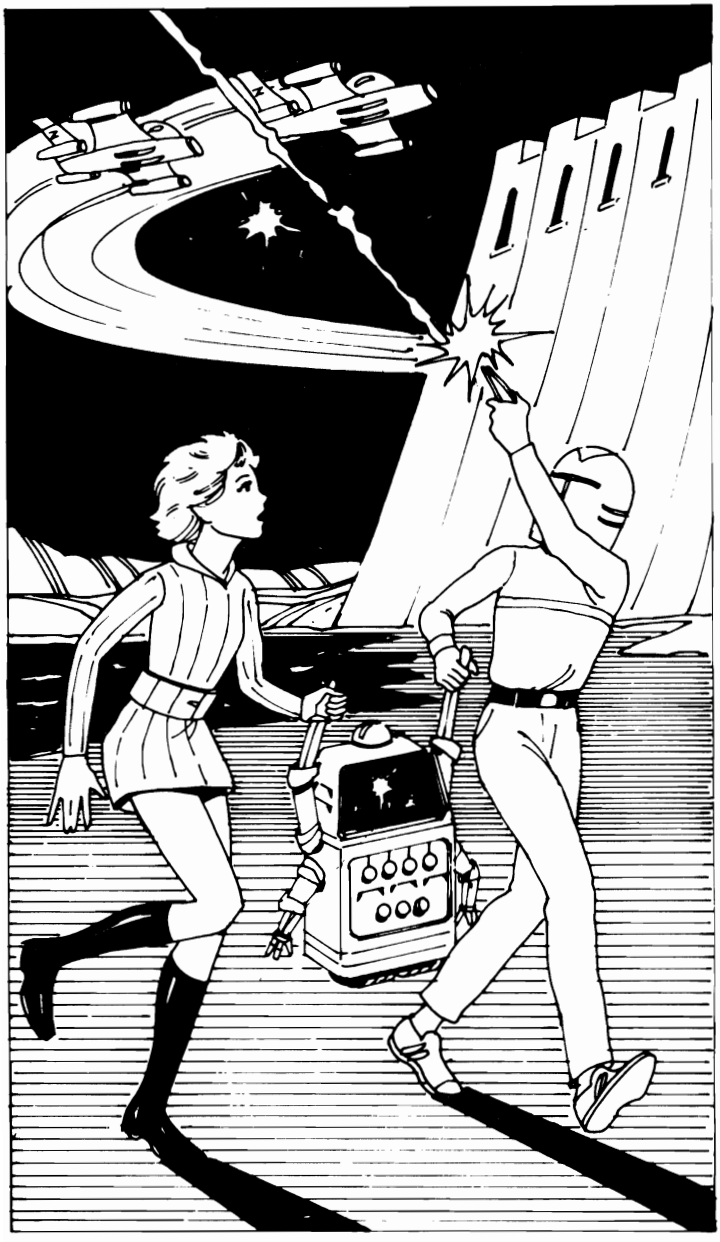
Ramda quickly presses the control keys and the small craft lunges forward. She weaves the boat from side to side in a desperate attempt to stop Zera's ice arrows from blasting a hole in the bottom.

The two Ruby Racers sweep down out of the sky. A blast of wind pours out of one vehicle and spins into a tornado. The fierce whirlwind slams into the lake and huge waves rock the little boat. Water pours over the side. The pounding wind beats against you as you struggle to bail out the boat. Ramda guides the craft expertly through the raging green waters as Digit fires its tape weapon.

The tornado spins dangerously close while Zera and the Glitches swing back for another attack. *Blam!* They blast a hole in the boat. You slam your foot on top of it but water keeps pouring in. When another hole rips open the front of the boat, the silver craft spins wildly around. Ramda struggles to get it back on course while the Ruby Racers continue their attack. The violent funnel nearly hits the small craft but Ramda twists the boat around. She pours on the power and shoots straight for the island.

"We're almost there!" you shout.

The slim boat plunges onto the land and skids to a halt. Digit fires one last blast of its tape beam before you pull



the robot out of the craft. Ramda grabs Digit's other arm and the three of you race for the zoo entrance as the tornado disappears across the sky.

Aiming for the huge silver gates, you run faster than ever before. The two Ruby Racers whiz overhead and fly into the island park.

"Turn to the right!" Ramda yells, lunging through the gate. "The zookeeper's cabin is just up ahead."

Running up to a small silver shack, she throws open the door. "Vecto, where are you?"

A tiny Smole scientist in a long green coat jumps up. "What's wrong?" he demands. "Ramda, what are you doing here? You should have either fled or gone into hiding. There's only one octal hour before the Electronic Hurricane strikes!"

"I know," she shouts, "but I'm going to stop it before it can destroy Venturia."

"How?" asks the red-haired Smole.

"You must take us to the old weather weapons that have been placed here at the zoo," Ramda explains. "We need its data cube to create a super antiweather weapon to stop the hurricane!"

"But those are the raster walls and laser fences," Vecto replies. "When they were no longer useful as weather weapons, we used them to cage the wild and ferocious robots here in the zoo. If you remove those walls and fences, the robots inside will escape and attack the kingdoms of Venturia."

"It's either that or let Zera's hurricane kill most of our people," she argues. "We captured the wild robots once before. If we risk letting them go, we can capture them again."

"You're right," Vecto replies. "I'll take you to their cages at once."

"Wait," says Ramda. "We can only use one of the weapons. What's the difference between them?"

"Both walls and fences will drain energy from the Electronic Hurricane," the Smole quickly explains. "The raster wall will drain more energy than the laser fence, but you can have more laser fences in operation at any one time."

You quickly make your decision and tell Vecto your choice.

If you choose the raster walls, turn to page 87.

If you choose the laser fences, turn to page 90.

Be sure to mark your choice on the Option Sheet on page 124.

chapter 7a

"I choose the raster wall weather weapon," you tell the red-haired Smole.

"It's not far from here," he says, leading you out the door. "The wall has kept the killer robirds locked up for a long time. I hate to think of what will happen when they escape."

"Be careful," Ramda advises. "I'm sure that Zera and her Glitch friends are in the zoo somewhere."

You cautiously follow Vecto through the rows of silver electronic cages that contain the zoo's robots. The wind has picked up and you struggle to fight your way through it. As you sneak past the red botigators, you see the long rectangular creatures fighting with each other.

Ramda raises her dart gun and searches for any signs of Zera. Digit rolls beside her and you carefully scan everything in sight. To your right you spot a huge black robot with three heads and a dozen arms. The sign in front of the cage reads "Do not feed the vicious magnabot."

Vecto turns past the monstrous-looking machine, when suddenly you notice two Ruby Racers parked up ahead. Ramda grabs your arm and pulls you down behind an electronic barrier. The wind rages in all directions.

Vecto ducks and says, "Those racers are right in front of the raster wall that contains the killer robirds."

"Oh, great!" Ramda says sarcastically. "How'll we get the green data cube with Zera sitting out front?"

"You're not going to get it!" the beautiful villain says with a snarl from behind you.

You leap to your feet and aim your dart gun. Before you can fire she blasts ice arrows directly at you. Lunging to the left, you narrowly escape their blows. Two green-haired Glitches shoot arrows at Ramda as she runs toward the glowing blue rays of the raster wall. Digit fires its tape beam but a Glitch shoots back and knocks the gold robot to the ground.

Vecto grabs one of Digit's metal arms and drags the little machine out of the line of fire. Once around the corner of the raster wall, Vecto removes the green data cube from its control panel.

You dash to safety behind one of the Ruby Racers. Ramda jumps to your side and blasts the three villains. They dive out of the line of fire and run toward their red vehicles. You quickly circle around the racers to escape their advances.

Zera leaps on top of one of the vehicles and fires from above. Though you duck out of the way, a green-haired Glitch grabs you from behind. The villain's red robe covers your head. You thrash wildly at the ugly Glitch but its powerful arms hang on tight.

Ramda aims for Zera but the weather villain jumps down and grabs her before she can fire a shot. Zera pushes Ramda to the ground and the third Glitch yanks her blond hair. Ramda wildly thrashes at her attackers.

With one swift blow you kick the other Glitch in the leg and break free. You lunge for Zera, who falls over backward. Ramda grabs the second Glitch by the feet and pulls her down. You hold her securely as Digit slides up and pours its tape beam over the fallen villain. The tangle of brown strings wraps tightly around the ugly Glitch.

The other Glitch charges at you but you jump to the side. Spinning around, you grab the villain by the arm and fling her into the Ruby Racer. She crumples to the

ground. You turn around quickly, just as Zera slams Ramda up against the glowing blue wall.

Zera raises her arm to strike as Vecto shouts, "I've got it!" The little Smole holds the green data cube high above his head and all of a sudden the blue rays of the raster wall disappear.

Zera swings at Ramda but she ducks and the villain plunges into the pit of killer robirds. The vicious mechanical creatures swarm over Zera. They pick her up in their long rectangular beaks and fly her into the air, their square wings flapping as they disappear into the sky.

If you have a computer, type in the seventh part of your program:

Commodore owners turn to page 140.
Apple owners turn to page 156.
CoCo owners turn to page 172.

When you are through typing, continue the story by turning to Chapter 8 on page 93.

If you aren't using a computer:

Continue the story by turning to Chapter 8 on page 93.

chapter 7b

"The laser fence is the weather weapon I want," you tell the red-haired scientist.

"Okay," Vecto says with a sigh. "But that fence is the only force stopping the giant botobeast from attacking everything in sight." Vecto motions for you to follow him.

Ramda says, "I'm sure Zera and the Glitches have landed inside the zoo. Let's be careful."

When you step outside the Smole's cabin, the fierce wind catches you by surprise. The Electronic Hurricane is getting closer!

As you cautiously sneak around a large cage, green metal creatures fling themselves against the electronic wires. You jump back.

"Watch out!" Vecto yells. "Those roblobs will eat your hand in one bite." At that news you step even farther away from the dangerous creatures. Suddenly you spot two Ruby Racers up ahead. Before you can run for cover, Zera and two ugly Glitches leap out of the red vehicles and fire ice arrows straight at you.

"Run to the left," Vecto orders in a loud whisper. "The laser fence is that way." The little Smole turns quickly and runs. Zera slams arrows at Vecto. He jumps out of the way but falls down. You rush to his side and quickly pull him up.

Ramda runs ahead. Digit rolls backward and fires its tape beam at the oncoming villains. As you turn to shoot

your cryodart gun, you're almost hit by a stream of ice arrows. You blast a round of darts at the blue-faced Glitches. Their red robes flap behind them as they run after you.

Vecto darts between two cages and leaps over an electronic barrier. Then he jumps down into the pit of swinging botkeys. You and Ramda quickly lift Digit down into the robot cage and run through the sea of green metal creatures. The rectangular, apelike animals jump harmlessly around the cage as you run past them.

Zera fires into the pit. She misses you but hits one of the botkeys. It falls over backward and lies lifeless on the ground. The evil villain and her Glitch companions storm over the fence, firing deadly ice arrows as they charge after you.

They keep missing you but more botkeys are wounded. Vecto throws open the back gate of the cage. He runs toward the right and darts around a silver building. You and Ramda struggle to carry Digit. The Glitches pick up speed, getting closer every second. Vecto races up to a cage made up of glowing red lines. It's marked "Giant Botobeast." He darts inside.

The massive metal creature lunges for the little Smole, but Vecto miraculously escapes. He cries out, "Keep this beast away while I pull the green data cube out of the laser fence control panel."

You shoot the black robot in the middle of its back. It spins around and charges straight for you. Leaping to the side, you escape its grasp but Zera grabs you from behind!

Ramda comes to your rescue and pushes Zera to the ground. The beautiful villain falls on her back. Then she throws her legs into the air and instantly springs to her feet, grabbing Ramda's blond hair. The two struggle viciously as you are captured by both Glitches.

The evil accomplices grip you by the arms. You thrash and kick but the Glitches hang on tight. Zera throws

Ramda to the ground. All of a sudden Digit whips its tape beam at the villain. As Zera tears the brown strings away, Ramda jumps up and grabs her by the arm. Ramda swings her into one of the Glitches and the green-haired woman falls over backward. She doesn't move. Zera stumbles but comes back swinging.

You quickly pull away from the other Glitch, throwing her toward Zera with all your strength. The botobeast charges at you but you dodge out of the way just in time. The two villains crash together. Digit aims right for them but only hits the Glitch, who falls down in a tangle of brown strings and is unable to break free.

In a fit of anger, Zera raises her binary bow and points an ice arrow straight at Ramda. You leap into the air, trying to stop her. Before you can, the giant botobeast grabs Zera up in its arms. The creature holds her high over its head and swings her up in the air.

All of a sudden the glowing red lines of the laser fence disappear. Vecto triumphantly holds up the green data cube. As Ramda jumps with joy, the botobeast runs to the right and disappears into the zoo. Zera's screams quickly fade as the deadly creature escapes and carries her off.

If you have a computer, type in the seventh part of your program:

Commodore owners turn to page 140.
Apple owners turn to page 156.
CoCo owners turn to page 172.

When you are through typing, continue the story by turning to Chapter 8 on page 93.

If you aren't using a computer:

Continue the story by turning to Chapter 8 on page 93.

chapter 8

Vecto rushes up to you and thrusts the green data cube into your hand. You quickly slip it into Digit's input slot. The robot rocks back and forth as the final piece of data is translated.

Ramda grips her hands together and says, "Hurry, hurry, there's only two binary minutes before the hurricane strikes!"

Numbers race across Digit's tiny viewing screen. Colored lights flash on and off. Suddenly the robot shakes violently. It sputters and sparks and a trickle of smoke spews out of its arm. Digit falls over backward and spins around and around.

Ramda grows more nervous as it moves faster. You and Vecto watch anxiously as more smoke pours out of the little gold machine. A blast of buzzers erupts and Digit stops dead. You hold your breath and stare at the motionless machine.

Then suddenly it hops up and says, "I'm ready to go!"

"We must operate the superweapon immediately," Ramda cries. "The Electronic Hurricane will strike any second!"

Digit thrusts a tiny keyboard out of the front of its gold body. A joystick pops out of the middle of the keyboard. You grab the joystick firmly in your hand. Directions flash on the screen that tell you how to direct the remote-

controlled weather bomber that has been loaded with the seven weapons.

"Here I go!" you say confidently as you press the first key. The screen clears and you see the Venturian landscape on Digit's tiny screen. You spot the Electronic Hurricane and begin the battle to save Venturia.

If you are using a computer and have typed in all seven segments of the program:

You are ready to play the game and save Venturia! Turn to page 119 for final instructions.

When you have won the game by draining all of the Electronic Hurricane's macroenergy in less than 1000 binary minutes, turn to page 104 for the end of the story.

If you aren't using a computer:

Turn to page 96 for the battle simulation. Only you can save Venturia!

THE BATTLE SIMULATION: DESTROY THE ELECTRONIC HURRICANE!

You breathe deeply and begin your attack. You see several Venturian villages on the screen. Raging like a crazed whirlwind, Zera's Electronic Hurricane starts sweeping toward them. You swiftly plunge your weather bomber straight at the hurricane and the fight is on!

The rest of the battle simulation is on the following page. When you come to each segment, check the option sheet on page 124 to remember what your choices were.

Segment 1

Choice 1a: Alpha Cannon

The deadly Electronic Hurricane sweeps across Venturia's landscape. Look out! It's going to destroy an innocent Venturian village! With a burst of speed, you move the weather bomber alongside the swiftly moving storm. You fire your alpha cannon but miss! Before you can shoot again, the hurricane dodges in a new direction. You follow and blast again. *Pow!* Your horizontal shot finds its mark and drains vital macroenergy from the raging whirlwind.

Choice 1b: Beta Blaster

Racing across the countryside, the Electronic Hurricane threatens the villages of Venturia. You slide your weather bomber under the deadly whirlwind and fire a vertical shot. *Whiz!* You're too far away. You move closer, but the hurricane suddenly slips in a new direction and you almost lose it. Then you fire again. *Swoosh!* Almost! Suddenly you have a clear shot. Your beta blaster fires vertically into the center of the raging hurricane.

Segment 2

Choice 2a: Bouncer Bat

You've got 800 binary minutes before Zera's hurricane devastates all Venturia. Scanning Digit's screen, you discover that several villages lie directly in its path. Putting all your joystick skills into play, you drop a bouncer bat in front of the hurricane. Hitting the bat head on, the energetic whirlwind reverses direction. Oh, no! You blew it! You batted the hurricane straight toward a new village and you can't stop it in time.

Choice 2b: Twister Paddle

The Electronic Hurricane blows on relentlessly. Only 800 binary minutes are left until Zera is victorious. Before the whirling tornado can hit any villages, you drop several twister paddles in its chosen course. The hurricane bangs into the first paddle and veers in a new direction. Crashing into another paddle, it twists away violently—toward a new village! You race to save the village but the hurricane gets there first!

Segment 3

Choice 3a: Matrix Magnet

There's only one Venturian village on the screen. The hurricane won't jump to the next area unless it destroys this last village first. Instantly you slip your bomber to the far left and drop a matrix magnet. The raging hurricane charges for the magnet, leaving the last village behind. The matrix magnet only lasts five binary minutes, but when it's gone, you drop another. You've got the hurricane on the run!

Choice 3b: Linear Lodestone

The hurricane roars over a village and sucks up its energy. If the hurricane gets to the last village on the screen, it will blow toward a more populous area. Deftly moving the bomber up close behind the twisting storm, you release a linear lodestone. The hurricane wheels around, relentlessly pulled to the lodestone. Since it stays on the screen twenty binary minutes, the lodestone lets you use your other weapons very effectively!

Segment 4

Choice 4a: Graphic Globe

The hurricane destroys three more villages! Five hundred binary minutes remain, but you've used up more than half your microenergy. The angry whirlwind heads for another village. You must protect it at all costs. Quickly dropping one pixel generator on one side, you swiftly dive to the opposite side of the village and drop a second pixel generator, creating a graphic globe. The village is saved, but you've used up five units of your microenergy to do it.

Choice 4b: Static Shield

Only 500 binary minutes remain, and the ominous hurricane is charged with lots of macroenergy. Your own microenergy is wearing thin, but you're not going to quit now! The evil storm heads for five villages. Rushing into action, you glide your weather bomber over each village, dropping a static shield on top of each one. Each shield uses up ten units of microenergy, but you know it's worth it when you watch the hungry whirlwind pass harmlessly over the villages.

Segment 5

Choice 5a: Unitrapper

The perilous hurricane threatens an innocent village. You deftly drop a unitrapper between the fierce storm and the unprotected village. Your plan fails when the hurricane careens away at the last moment toward a new village. Anxiously you wait until the unitrapper fades from the screen. Then you try again, dropping another unitrapper. This time you get results! The angry hurricane is paralyzed for ten binary minutes. You saved the village!

Choice 5b: Multitrapper

You've got to do something quick! The hurricane endangers several nearby villages. Gliding your bomber smoothly across the screen, you drop several multitrappers in the whirlwind's path. The hurricane crashes into the first one and is stopped for five whole binary minutes. Then it breaks free, only to be caught by the second multitrapper. This time you surround the raging superstorm with your other trappers, keeping your villages safe from the deadly hurricane.

Segment 6

Choice 6a: Digi Bombs

The hurricane's macroenergy is low, but not low enough! You drop a digi bomb in the whirling windstorm's path. *Blam!* The bomb goes off—too soon. You drop another and count off the binary seconds carefully. The hurricane veers away and you realize you're using up too much microenergy. You drop one last bomb and cross your fingers. The hurricane charges for a village but hits your bomb just as it goes off. *Kaboom!* The hurricane loses ten units of macroenergy!

Choice 6b: Sector Mines

Time is running out as you desperately try to stop the hurricane. You drop a sector mine in the superstorm's path. *Crash!* The mine explodes when the hurricane hits it. You drop another mine, but the raging whirlwind unexpectedly blows in a new direction. You race after it and swoop down, dumping a sector mine right in front. *Pow!* After losing five units of macroenergy, the whirling hurricane blows onward relentlessly.

Segment 7

Choice 7a: Raster Walls

It's going to be close! The superstorm whips across the screen toward another village. If it reaches the village, Zera will win. Racing madly, you drop raster walls in its path. You drop the fifth, and last, just as the deadly storm crashes into the first wall. Losing most of its energy, it veers away, avoiding the next wall. You chase after it, dropping a wall in its path. The hurricane charges into your wall, losing its last bit of energy. You've won!

Choice 7b: Laser Fences

Only a dozen binary minutes remain! You don't have much energy but neither does the hurricane. Oh, no! If it hits that village you'll lose! Moving with lightning speed, you drop nine of your ten laser fences around it, trapping it. The hurricane whirls and hits one fence, then another. Suddenly it breaks free! Carefully estimating its direction, you drop your last fence in its path. *Kablam!* The hurricane's energy is drained to zero and you have defeated Zera! Hooray!

Turn to page 104 to end the story.

chapter 9

"You destroyed the deadly Electronic Hurricane!" cheers Ramda, slapping you on the back.

Vecto dances in a circle and shouts, "Hooray!"

You throw your arms up and jump into the air with joy.

Ramda presses a key on her wrist viewer and calls, "Come in, CPU Central."

After a brief pause Romiden's voice sounds through the tiny speaker. "Congratulations! We've been closely studying the hurricane's progress. When it suddenly disappeared off the monitor I knew you had succeeded. What happened to Zera?"

Ramda laughs. "Don't worry about her. She's getting what she deserves."

"Venturia is grateful to all of you," says Romiden. "Return to the palace at once and we'll have a double celebration."

"We'll be there in a ferroflash," Ramda answers. "But first I must know if Max and Vidi are okay."

"Of course," Romiden answers in a reassuring tone. "They both returned safely and the micromedicine healed Vidi completely."

"Wonderful," replies Ramda. "We'll leave immediately."

She signs off and Vecto says, "If you ride on my flying kilobot, you'll get there almost instantly."

"Great," says Ramda. "I've always wanted to ride one of those beautiful machines."

Stepping over one of the fallen Glitches, the Smole adds, "I'll take care of these villains and make sure that they land in Cobol Prison." He points to the left and says, "Right this way."

The Smole leads you to a shiny silver building and pulls back the door to reveal a sleek white robot. Paper-thin wings shoot out on each side of the eagle-shaped machine. Vecto slides a ladder up to the large creature and says, "Climb aboard."

You push and Ramda pulls Digit to the top. She jumps down into the open cockpit and you and Digit slip in behind her. As you straighten your black and gold helmet, Ramda slips on a red one. She inputs your destination into the control panel and presses the START button.

The white bird gracefully glides out of the building. It turns to take off and you wave good-bye to Vecto.

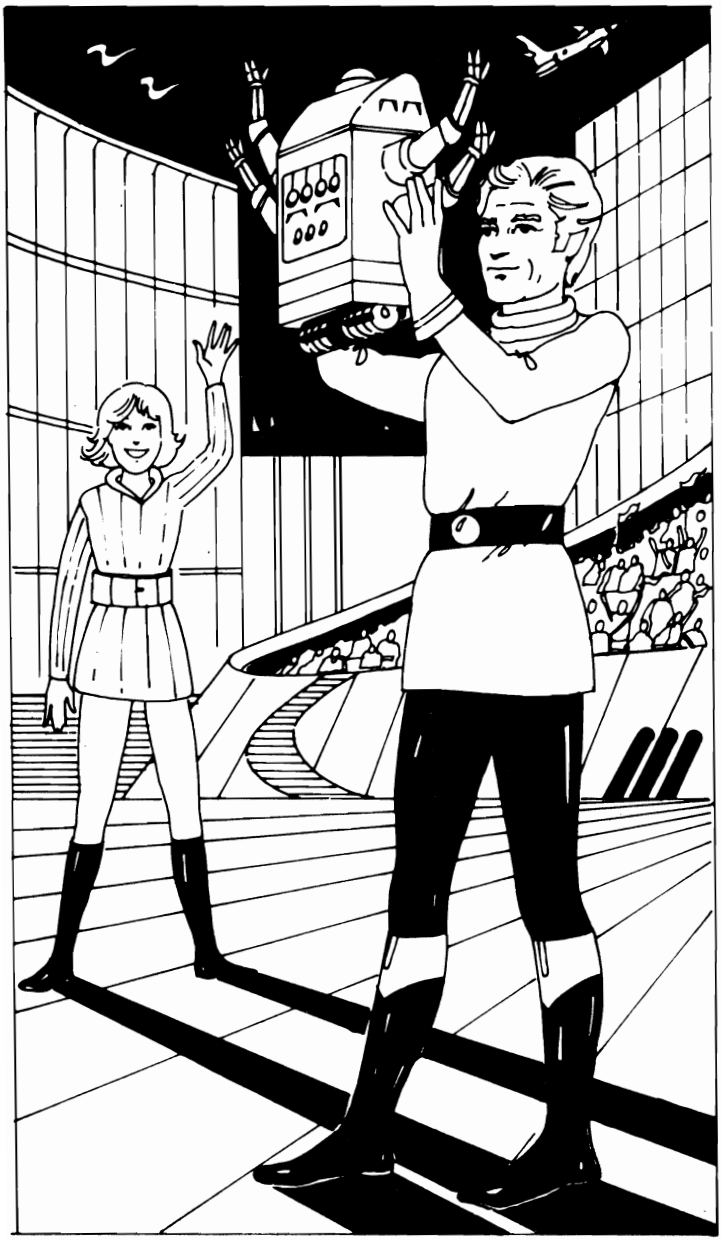
"Thanks," he calls up to you and Ramda.

The flying kilobot flaps its metal wings, rises up into the air, and shoots across the sky. It leaves the Robot Zoo far behind as it crosses the green lake and sweeps over the quadtree forest.

A cool breeze brushes past your shoulders as you fly into CPU Central. The city is filled with people joyfully parading through the streets. The kilobot gently lands outside the palace. A grateful crowd rushes up to the mechanical bird and you, Ramda, and Digit squeeze past them.

When you reach the palace, Romiden picks up little Digit and raises it into the air. The crowd dances and cheers. Then he grabs your arm and Ramda's and holds them up to the ecstatic audience. They go wild with applause.

Calling to the crowd, Romiden begins, "Venturia will always be indebted to the three of you for saving us from



the deadly Electronic Hurricane." Shaking your hand, he adds, "Our friend from the Analog Dimension deserves a special token of our appreciation."

He hands you a thin gold tube with the initials CPU inscribed on the side. He says, "With this secret CPU whistle you can return to Venturia any time you wish."

"That's great!" you exclaim. "How do I use it?"

Romiden explains, "Just recite the special password phrase and blow the whistle four times."

"Like this?" you ask as you begin.

'Riders of the Light
From the Land of the Night
Will pass through the glass
Of Lightning's Window.'

Raising the shiny gold whistle, you blow four blasts. Suddenly you're surrounded by a glittering white fog. Your arms reach out but you can't feel anything.

Finally the mist clears and you see the ceiling of your room. As the fog lowers, your computer monitor comes into view. You look closely at the screen and read the words:

YOU WILL ALWAYS BE WELCOME IN VENTURIA!

APPENDIXES

What You Need to Know to Type in the Programs

When typing in the computer game listings of this book, you must be extremely careful. There are several things you can do to make sure that your program will run properly.

The Computers Compatible with This Book

The programs will run on these computers: the Commodore 64; the Apple II family; and the Radio Shack Color Computer.

The Commodore 64 listings will run *only* on a Commodore 64; they will not run on any other Commodore machines.

The Apple II listings are written for the Apple II family of computers that run Applesoft Basic, such as the Apple II+, IIe, and IIc computers. The programs in this book will not run on any model using Apple Integer BASIC.

The Radio Shack Color Computer (CoCo) listings are written for all CoCo models with at least 16K of memory. You do not need Extended Color Basic. The programs will not run on the Radio Shack TRS-80 Models I, II, III, or 4. *Note:* If you have a 16K machine, type:

POKE 25,6:NEW

and press RETURN before typing any listings. This will give you more memory.

How to Type in the Listings

As you read the story and make your video game program choices, carefully mark these on the Option Sheet on page 124. Type in the programs as you go along or read the story straight through and type them in later. In either case, be sure to type in only one of two choices for each of the seven pieces of the program.

There are seven major parts to the program, each of which has an A, B, and C segment to type in. You always choose *between* the A or B segment listings and you always add the C segment listing to A or B.

For example, if you want the superweather weapon to have an alpha cannon (but not a beta blaster) then you will want to type in the segment 1A listing. You will *not* type in the segment 1B listing. You will still type in the segment 1C listing.

Use the correct listing for your brand of computer. The program segments for the Commodore 64 (C64), Apple II family (Apple), and Radio Shack Color Computer (CoCo) are given on separate pages—be sure to follow the directions that will take you to the correct pages to type.

If you aren't using a computer, mark your choices on the Option Sheet on page 124. See the result of your choices by reading the video game simulation on page 96.

If you have any trouble getting your program to run,

proofread your listings carefully. If there is one mistake, your program will not run. The best way to do this is to have a friend read what is in the book aloud while you compare it to a printout or a screen listing of what you have typed. Or read the printed listing into a tape recorder and play it back while you examine your own typing.

Whether you have a tape recorder or disk drive, save your work every few minutes and keep track of what program lines are saved where. One power failure that lasts a microsecond can wipe out an evening's work!

The longer you type without resting, the more likely you are to make a mistake. Try not to type for more than an hour at a time. One of the reasons that Arcade Explorers is broken up into segments is so that you can type in each part separately and easily.

As you type in each line, check to see that it isn't continued on the next line before you press RETURN. Get in the habit of looking at the next line number. If the next line is indented, it is part of the line before.

You will need to use a joystick to play the game. Plug in your joystick (read the specific instructions for your computer's joystick in "How to Play the Game" on page 119).

Once you have typed in the program correctly and it runs, feel free to experiment! Each part of the program is identified with a REM statement. For example:

```
1500 REM MAIN LOOP
```

tells you that the main loop of the program starts at line 1500. By looking at all the REM statements, you can analyze how the program works.

However, the authors of this book take no responsibility for any program modifications you may make. Remember, you can't hurt your computer by changing a

program, so go ahead and experiment! By studying the way that the program changes as you type in different segments, you can learn how programs can be modified.

In Case of Errors

If you get an error message after you type in your program and then run it, consult your computer's manual to see what the error might be and where it may occur in the listing. Be sure that you are typing in exactly what is on the printed page! Double check the numeral 0 (zero) and the letter O (oh) and the numeral 1 (one) and the letter l (el). They are easy to confuse.

If all else fails, save everything to tape or disk and turn your computer off. Get a good night's sleep and come back the next day with fresh eyes. There are approximately 8000 keystrokes in the program, and it is easy to make a typo! Take it slow and easy and you will have a game that you can modify again and again.

Index of Listing Conventions

For the Apple and CoCo listings, you can type in exactly what you see. Some of the program lines are too long to fit on the page—they are continued on the line immediately below and are indented whenever possible. Ignore any spaces that are *not* in between quotes.

For the Commodore 64, certain listings conventions are used. The following chart shows you what to type when for cursor and color keys.

LISTING	YOU TYPE
{BLK}	CTRL-1
{WHT}	CTRL-2
{RED}	CTRL-3
{CYAN}	CTRL-4
{PURP}	CTRL-5
{GRN}	CTRL-6
{BLUE}	CTRL-7
{YELO}	CTRL-8
{RVON}	CTRL-9
{RVOF}	CTRL-0 {zero}
{ORNG}	CMMD-1
{BRN}	CMMD-2
{LRED}	CMMD-3
{GRY1}	CMMD-4

{GRY2}	CMMD-5
{LGRN}	CMMD-6
{LBLU}	CMMD-7
{GRY3}	CMMD-8
{C/DN}	Cursor/down
{C/UP}	Cursor/up
{C/RT}	Cursor/right
{C/LF}	Cursor/left
{HOME}	Home
{CLR}	Clr
{F1}–{F8}	Function keys

CTRL = control key
CMMD = Commodore key

Index of Program Options

After you have created your game once, you may want to go back again and try different options. Follow this chart to see what game options are on which page:

Option	Program Lines	Page Numbers C64	Apple	CoCo
1A Alpha Cannon	1000–1100	128	144	160
1B Beta Blaster	1000–1300			
2A Bouncer Bat	2000–2100	130	146	162
2B Twister Paddle	2000–2300			
3A Matrix Magnet	3000–3100	132	148	164
3B Linear Lodestone	3000–3300			
4A Graphic Globe	4000–4100	134	150	166
4B Static Shield	4000–4300			
5A Unitrapper	5000–5100	136	152	168
5B Multitrapper	5000–5300			
6A Digi Bombs	6000–6100	138	154	170
6B Sector Mines	6000–6300			
7A Raster Walls	7000–7100	140	156	172
7B Laser Fences	7000–7300			

The C segments follow directly afterward on the same page. All C line numbers start at an even 500; for example, the lines for segment 5C start at 5500 and go no higher than 5999.

How to Play the Game

Venturia is threatened by the evil Zera, ruler of the Glitches. She has created a deadly Electronic Hurricane that will destroy all of Venturia. If the hurricane is not stopped in 1000 binary minutes, not only will Venturia be destroyed, but all computers in our Analog Dimension will perish!

You are the operator of the superweather weapon. The only way to stop the Electronic Hurricane is to completely remove all its macroenergy. You must drive the remote-control weather bomber that has been loaded with seven antiweather weapons and remove all of the hurricane's energy before it engulfs Venturia.

This superweather weapon is powered by precious microenergy. Each time you use one of your weapons, your microenergy will be decreased. When all the micro-energy is gone, then you will be unable to affect the hurricane and it will destroy the rest of Venturia.

You must also protect as many Venturian villages as you can. If the hurricane passes directly through a village, the village will be demolished. If all the villages in the area are destroyed, the hurricane will move to a new part of Venturia. If the hurricane attacks a village, the village's energy will be added to the hurricane's macro-energy!

Operation

On Digit's screen you will view the area where the Electronic Hurricane is currently located. The hurricane is always moving, so you must think quickly before it destroys the Venturian villages in its path. To use one of the antiweather weapons, you must move the weather bomber to the place on the screen where you want to use one of its seven weapons. When you are ready to activate the weapon, press the FIRE button on the joystick. You will see a menu of choices, one for each weapon you chose as you traveled through Venturia. Press the appropriate letter on your keyboard and the weather weapon will go into effect.

When you are not using a weapon, your score will appear, showing you how many minutes are left, how much microenergy you have, the number of villages remaining on the screen, and how much macroenergy the hurricane still contains.

Choice 1: Alpha Cannon or Beta Blaster

The alpha cannon will fire horizontally in both directions. If your shot hits the center of the hurricane, you will drain its macroenergy. The beta blaster is similar but it fires vertically in both directions.

Choice 2: Bouncer Bat or Twister Paddle

If the hurricane passes directly over a bouncer bat you have dropped from your weather bomber, the hurricane will go in the direction opposite from the one in which it was traveling. You can only have one bouncer bat on the screen at a time. The twister paddle will also make the

hurricane's direction change, but in an unknown direction. You can have more than one twister paddle on the screen at a time.

Choice 3: Matrix Magnet or Linear Lodestone

The matrix magnet and the linear lodestone will pull the Electronic Hurricane toward them. You can only have one magnet or lodestone on the screen at a time. Each stays on the screen for a limited time before it disappears. The magnet will affect the hurricane from a longer distance away, but the lodestone will stay on the screen longer.

Choice 4: Graphic Globe or Static Shield

Both are used to protect Venturian villages. A protected village cannot be destroyed by the hurricane. To create a graphic globe, you must drop pixel generators on two opposite sides of a village. To create a static shield, you must drop a pixel generator directly on top of a village. Shields use up more of your microenergy than globes do.

Choice 5: Unitrapper or Multitrapper

Unitrapper and multitrapper weapons will stop the hurricane from moving for a certain number of binary minutes. While you can only have one unitrapper on the screen at a time, a unitrapper can stop the hurricane longer than a multitrapper.

Choice 6: Digi Bombs or Sector Mines

A digi bomb will explode a certain number of binary minutes after you drop it from your weather bomber. If

the hurricane passes over the digi bomb at the exact moment it explodes, a great deal of energy will be drained from the hurricane. A sector mine will explode any time it comes in contact with the hurricane's center, but it will not cause as much damage.

Choice 7: Raster Walls or Laser Fences

Fences and walls will drain energy from the hurricane. You can have more fences on the screen than walls, but walls drain more energy.

Only you can stop the Electronic Hurricane and defeat Zera's evil plans to destroy Venturia!

Specific Instructions for Each Computer

Commodore 64: Use joystick port 2 for your joystick. Press the FIRE button and then the key that is appropriate for the action you want to take (for example, if you want to use the unitrapper, press **T**).

Apple: Adjust your joystick so that it will move the blinking cursor smoothly. Press the FIRE button and then the key that is appropriate for the action you want to take (for example, if you want to use the unitrapper, press **T**).

Radio Shack CoCo: Adjust your joystick so that it will move the blinking cursor smoothly. Use the *right* joystick port. Press the FIRE button and then the key that is

appropriate for the action you want to take (for example, if you want to use the unitrapper, press **T**). If you have a 16K machine, type:

```
POKE 25,6:NEW
```

and press RETURN before you do *any* typing. This will give you the maximum amount of memory available for your CoCo.

Option Sheet

Mark your choices as you make them.

Segment 1:

Choice 1A: Alpha Cannon _ _ _ _ _ _ _ _ _ _
Choice 1B: Beta Blaster _ _ _ _ _ _ _ _ _ _

Segment 2

Choice 2A: Bouncer Bat _ _ _ _ _ _ _ _ _ _
Choice 2B: Twister Paddle _ _ _ _ _ _ _ _ _

Segment 3

Choice 3A: Matrix Magnet _ _ _ _ _ _ _ _ _
Choice 3B: Linear Lodestone _ _ _ _ _ _ _ _

Segment 4

Choice 4A: Graphic Globe _ _ _ _ _ _ _ _ _
Choice 4B: Static Shield _ _ _ _ _ _ _ _ _

Segment 5

Choice 5A: Unitrapper _ _ _ _ _ _ _ _ _ _
Choice 5B: Multitrapper _ _ _ _ _ _ _ _ _ _

Segment 6

Choice 6A: Digi Bombs _ _ _ _ _ _ _ _ _ _ _
Choice 6B: Sector Mines _ _ _ _ _ _ _ _ _ _

Segment 7

Choice 7A: Raster Walls _ _ _ _ _ _ _ _ _ _
Choice 7B: Laser Fences _ _ _ _ _ _ _ _ _ _

COMMODORE 64
GAME PROGRAM

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

1-a

```
10 REM ARCADE EXPLORERS GAME 3
20 REM THE ELECTRONIC HURRICANE
30 REM (C) SETH MCEVOY & LAURE SMITH
40 REM PUBLISHED BY DELL BOOKS, INC.
50 GOTO 8500
1000 REM CANNON OR BLASTER
1100 BN$(1)="C":BL$(1)="CANNON":RETURN
```

1-b

```
10 REM ARCADE EXPLORERS GAME 3
20 REM THE ELECTRONIC HURRICANE
30 REM (C) SETH MCEVOY & LAURE SMITH
40 REM PUBLISHED BY DELL BOOKS, INC.
50 GOTO 8500
1000 REM CANNON OR BLASTER
1300 BN$(1)="B":BL$(1)="BLASTER":RETURN
```

1-c

```
1500 REM MAIN LOOP
1501 BG=2:GOSUB 7800
1505 GOSUB 3500:REM HURRICANE
1510 GOSUB 4500:REM VILLAGE CHECK
1515 GOSUB 2800:REM COUNTERS
1520 GOSUB 5700:REM TRAPS
1530 GOSUB 2500:REM CURSOR
1580 BN=BN-1/2:IF BN<1 THEN 6900
1585 GOSUB 7600:REM SCORE
1587 GOSUB 2500:REM CURSOR 2
1590 GOTO 1500
1600 REM SHOOT
1602 EY=EY-3:GOSUB 1800
1603 CN=1:LM=39:CQ=CX
```

1-c Continued

```
1605 IF BN$(1)="B" THEN CN=40:LM=21:CQ=CY
1615 FORI=1TO5
1617 IF (CQ+I)>LM OR (CQ-I)<1 THEN 1630
1620 D(I)=PEEK(CP+I*CN):D(I+10)=PEEK(CP-I*CN)
1625 POKE CP+I*CN,171:POKE CP-I*CN,171
1627 POKE CP+I*CN+DF,5:POKE CP-I*CN+DF,5
1628 IF (CP+I*CN)=HP OR (CP-I*CN)=HP THEN GOSU
B 1700
1630 NEXT:FORI=5 TO 1 STEP -1
1632 IF (CQ+I)>LM OR (CQ-I)<1 THEN 1640
1635 POKE CP+I*CN,D(I):POKE CP-I*CN,D(I+10)
1640 NEXT:RETURN
1700 REM HURRICANE HIT
1705 FORYY=1TO5:BG=YY*40:GOSUB 7850:NEXT
1710 EH=EH-5:GOSUB 1900
1715 RETURN
1800 REM SHOOT SOUND
1805 GOSUB 7900
1900 REM HURRICANE CHECK
1905 IF EH<1 THEN 6950
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 23.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

2-a

```
2000 REM BAT OR PADDLE
2100 BN$(2)="T":BL$(2)="BAT":RETURN
```

2-b

```
2000 REM BAT OR PADDLE
2300 BN$(2)="P":BL$(2)="PADDLE":RETURN
```

2-c

```
2500 REM CURSOR MOVE
2502 IF (PEEK(JS)ANDSX)/SX=0 THEN GOSUB 5500
2503 POKE CP,DS:POKE CP+DF,DC
2505 C=PEEK(JS)ANDFF:MX=0:MY=0
2510 IF C=14 THEN MY=-1
2512 IF C=7 THEN MX=1
2514 IF C=13 THEN MY=1
2516 IF C=11 THEN MX=-1
2520 X=CX+MX:Y=CY+MY:IF X>-1 AND X<40 AND Y>-1
 AND Y<22 THEN 2530
2525 RETURN
2530 CX=X:CY=Y:CP=SC+CX+FT*CY
2532 DS=PEEK(CP):DC=PEEK(CP+DF)
2535 POKE CP,160:POKE CP+DF,BK
2537 IF DS=160 THEN DS=32
2538 IF DS=HS THEN DS=32
2540 RETURN
2600 REM BAT OR PADDLE
2601 IF DS<>32 THEN RETURN
2602 EY=EY-3
2603 GOSUB 2700
2605 IF BN$(2)="P" THEN 2650
2610 REM BOUNCER BAT
```

2-c Continued

```
2612 IF TE(1)=1 THEN RETURN
2615 DS=20:DC=9
2620 TE(1)=1:TA(1)=CP:TC(1)=5:RETURN
2650 REM TWISTER PADDLE
2655 FORI=1TO5:IF TE(I)=1 THEN 2670
2660 DS=16:DC=9
2665 TE(I)=1:TA(I)=CP:TC(I)=5:I=5
2670 NEXT:RETURN
2700 REM SOUND OF OTHER WEAPON DROP
2705 FORYY=10TO1STEP-1:BB=10*YY:GOSUB 7800:NEX
T:RETURN
2800 REM COUNTERS
2805 FORI=1TO5:IF TE(I)=0 THEN 2820
2810 TC(I)=TC(I)-1:IF TC(I)>0 THEN 2820
2812 TE(I)=0:POKE TA(I),32
2815 VV=16:GOSUB 6725
2820 NEXT
2830 IF AC>0 THEN AC=AC-1:IF AC>0 THEN 2840
2835 AT=0:POKE AA,32:VV=13:GOSUB 6725:VV=12:GO
SUB 6725
2840 FORI=1TO5:IF RE(I)=0 THEN 2860
2845 RC(I)=RC(I)-1:IF RC(I)>0 THEN 2860
2850 RE(I)=0:POKE RA(I),32
2855 VV=18:GOSUB 6725
2860 NEXT
2865 GOSUB 6700:GOSUB 6750
2890 RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 37.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

3-a

```
3000 REM MAGNET OR LODESTONE
3100 BN$(3)="M":BL$(3)="MAGNET":RETURN
```

3-b

```
3000 REM MAGNET OR LODESTONE
3300 BN$(3)="L":BL$(3)="STONE":RETURN
```

3-c

```
3500 REM HURRICANE
3510 FORI=1TO3:FORJ=1TO3
3512 IF HE(I,J)=160 THEN HE(I,J)=32
3515 C=HP+I-2+(J-2)*FT:POKE C,HE(I,J):POKE C+D
F,4
3520 NEXT:NEXT
3522 X=HX+DX:Y=HY+DY:IF X>0 AND X<39 AND Y>0 A
ND Y<21 THEN 3525
3523 GOSUB 3595
3524 GOTO 3522
3525 HX=HX+DX:HY=HY+DY:HP=SC+HX+FT*HY
3530 FORI=1TO3:FORJ=1TO3
3533 C=HP+I-2+(J-2)*40
3535 HE(I,J)=PEEK(C)
3536 IF I=2 AND J=2 THEN 3540
3537 POKE C,HS:POKE C+DF,HC
3540 NEXT:NEXT
3550 REM CHECK EYE OF HURR
3555 IF HE(2,2)=20 THEN DX=-DX:DY=-DY
3557 IF HE(2,2)=16 THEN 3595
3560 IF AT=0 THEN 3580
3562 X=ABS(AX-HX):Y=ABS(AY-HY)
3564 SQ=INT((X*X+Y*Y)↑.5):REM ↑ = UP ARROW
3566 K=5:IF BN$(3)="L" THEN K=10
```

3-c Continued

```
3568 IF(K-SQ)<0 THEN 3580
3569 IF AX=HX AND AY=HY THEN GOSUB 3595:HE(2,2
)=32:POKE HP,32:AT=0:GOTO 3580
3570 IF AX<HX THEN DX=-1
3572 IF AX>HX THEN DX=1
3574 IF AY<HY THEN DY=-1
3576 IF AY>HY THEN DY=1
3578 IF AX=HX THEN DX=0
3579 IF AY=HY THEN DY=0
3580 GOSUB 4700
3590 RETURN
3595 DX=INT(RND(0)*3)-1:DY=INT(RND(0)*3)-1:IF
DX=0 AND DY=0 AND SH=0 THEN 3595
3597 RETURN
3600 REM ATTRACTORS
3601 IF AT=1 THEN RETURN
3602 IF DS<>32 THEN RETURN
3605 EY=EY-3:GOSUB 2700
3607 IF BN$(3)="L" THEN 3650
3610 REM MATRIX MAGNET
3612 DS=13:DC=9:AC=5
3615 AT=1:AA=CP
3620 C=AA-SC:AY=INT(C/FT):AX=C-FT*AY:RETURN
3650 REM LINEAR LODESTONE
3655 DS=12:DC=9:AC=10:GOTO 3615
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 50.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

4-a

```
4000 REM GLOBE OR SHIELD
4100 BN$(4)="G":BL$(4)="GLOBE":RETURN
```

4-b

```
4000 REM GLOBE OR SHIELD
4300 BN$(4)="S":BL$(4)="SHIELD":RETURN
```

4-c

```
4500 REM VILLAGE CHECK
4505 FL=0:FORI=1TO3:FORJ=1TO3
4510 IF HE(I,J)<>VS THEN 4520
4515 HE(I,J)=32:VN=VN-1:EH=EH+10:GOSUB 4900
4517 IF VN<1 THEN FL=1
4520 NEXT:NEXT
4525 IF FL=0 THEN RETURN
4530 PRINT"{CLR}{C/DN}{C/DN}{BLK}HURRICANE MOV
ES TO A NEW AREA!"
4535 FORI=1TO3:BG=100:GOSUB 7800:NEXT
4540 FORI=1TO800:NEXT:GOTO 8600
4600 REM SAVE VILLAGE
4602 EY=EY-3:GOSUB 2700
4605 IF BN$(4)="S" THEN 4650
4610 REM GRAPHIC GLOBE
4612 IF DS<>32 THEN RETURN
4615 DS=42:DC=2
4620 GG=0:IF PEEK(CP+2)=42 THEN GG=1
4622 IF PEEK(CP-2)=42 THEN GG=-1
4624 IF PEEK(CP-80)=42 THEN GG=-40
4626 IF PEEK(CP+80)=42 THEN GG=40
4628 IF GG=0 THEN RETURN
4630 IF PEEK(CP+GG)<>VS THEN RETURN
4635 POKE CP+GG,48:POKE CP+GG+DF,2:VN=VN-1:RET
```

4-c Continued

```
URN
4650 REM STATIC SHIELD
4655 IF DS<>VS THEN RETURN
4660 DS=48:DC=2:EY=EY-6:VN=VN-1:RETURN
4700 REM FURTHER COLLISIONS
4705 IF HE(2,2)=14 THEN HE(2,2)=32:EH=EH-5:GOS
UB 4800
4710 IF HE(2,2)=6 THEN HE(2,2)=32:EH=EH-10:GOS
UB 4800
4715 IF HE(2,2)=23 THEN HE(2,2)=32:EH=EH-5:GOS
UB 4800
4720 RETURN
4800 REM BOMB SOUND
4805 FORBG=2TO20STEP2:GOSUB 7850:NEXT:RETURN
4810 GOSUB 1900:RETURN
4900 REM VILLAGE DIE SOUND
4905 GOSUB 7950
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 64.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

5-a

```
5000 REM UNI OR MULTI TRAPPER
5100 BN$(5)="U":BL$(5)="UNI":RETURN
```

5-b

```
5000 REM UNI OR MULTI TRAPPER
5300 BN$(5)="R":BL$(5)="MULTI":RETURN
```

5-c

```
5500 REM FIRE BUTTON
5505 POKE 198,0:GOSUB 7500:FL=0
5510 GET A$:IF A$="" THEN 5510
5515 PRINT"{HOME}";PS$;:FORI=1TO23:PRINT"{C/DN
}";:NEXT
5520 FORI=1TO79:PRINT" ";:NEXT:PRINT"{C/UP}{C/
UP}- ";
5525 FORI=1TO7:IF A$=BN$(I) THEN FL=I
5527 NEXT
5530 IF FL=0 THEN PRINT"  THAT WAS NOT A POSSI
BLE CHOICE!";:GOSUB 5585:GOTO 5500
5535 PRINT"  YOUR CHOICE WAS ";BN$(FL);"-";BL$
(FL);
5540 GOSUB 6500
5585 FORJ=1TO800:NEXT
5590 RETURN
5600 REM TRAPPERS
5605 IF DS<>32 THEN RETURN
5607 EY=EY-3:GOSUB 2700
5608 IF BN$(5)="R" THEN 5650
5610 REM UNI TRAPPER
5612 IF RE(1)=1 THEN RETURN
5615 DS=21:DC=9
5620 RE(1)=1:RA(1)=CP:RC(1)=5:RETURN
```

5-c

```
5650 REM MULTI TRAPPER
5655 FORI=1TO5:IF RE(I)=1 THEN 5670
5660 DS=18:DC=9
5665 RE(I)=1:RA(I)=CP:RC(I)=5:I=5
5670 NEXT:RETURN
5700 REM TRAPS
5705 IF HE(2,2)=21 THEN SH=1:RX=8:HE(2,2)=32:D
X=0:DY=0
5707 IF HE(2,2)=18 THEN SH=1:RX=4:HE(2,2)=32:D
X=0:DY=0
5710 IF SH=0 THEN RETURN
5715 RX=RX-1:IF RX<1 THEN SH=0:GOSUB 3595
5720 RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 70.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

6-a

```
6000 REM BOMBS OR MINES
6100 BN$(6)="D":BL$(6)="BOMB":RETURN
```

6-b

```
6000 REM BOMBS OR MINES
6300 BN$(6)="N":BL$(6)="MINE":RETURN
```

6-c

```
6500 REM CHOICES
6510 IF FL=1 THEN GOSUB 1600:RETURN
6520 IF FL=2 THEN GOSUB 2600:RETURN
6530 IF FL=3 THEN GOSUB 3600:RETURN
6540 IF FL=4 THEN GOSUB 4600:RETURN
6550 IF FL=5 THEN GOSUB 5600:RETURN
6560 IF FL=6 THEN GOSUB 6600:RETURN
6570 IF FL=7 THEN GOSUB 7700:RETURN
6590 RETURN
6600 REM BOMBS/MINES
6602 EY=EY-3:GOSUB 2700
6607 IF DS<>32 THEN RETURN
6608 IF CT>1 THEN RETURN
6610 IF BN$(6)="N" THEN 6650
6615 REM DIGI BOMB
6620 DS=4:CT=5:DC=9:DA=CP:RETURN
6650 REM SECTOR MINE
6655 DS=14:DC=9:CT=10:DA=CP:RETURN
6700 REM MORE COUNTERS
6705 IF CT<1 THEN RETURN
6710 CT=CT-1: IF CT<1 AND HE(2,2)=4 THEN GOSUB
 4800:EH=EH-20:GOSUB 4800
6715 IF CT>0 THEN RETURN
6720 POKE DA,32:GOSUB 4800:VV=4
```

6-c Continued

```
6725 FORI=1TO3:FORJ=1TO3:IF HE(I,J)=VV THEN HE
(I,J)=32
6730 NEXT:NEXT:RETURN
6750 FORI=1TOFW:IF FE(I)=0 THEN 6780
6755 FC(I)=FC(I)-1:IF FC(I)>0 THEN 6780
6760 FE(I)=0:POKE FA(I),32:VV=WN:GOSUB 6725
6780 NEXT:RETURN
6900 REM TIME IS UP--YOU LOSE
6905 FORI=1TO5:BG=I*50:GOSUB 7800:NEXT
6910 PRINT"{CLR}{C/DN}{C/DN}{BLK}ZERA'S HURRIC
ANE WON!":GOTO 6990
6950 REM HURRICANE DIES
6955 FORI=1TO5:BG=I*50:GOSUB 7800:NEXT
6960 PRINT"{CLR}{C/DN}{C/DN}{BLK}YOU BEAT THE
HURRICANE!"
6990 PRINT:PRINT"PRESS ANY KEY"
6992 GET G$:IF G$=""THEN 6992
6994 RUN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 82.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

7-a

```
7000 REM WALLS OR FENCES
7100 BN$(7)="W":BL$(7)="WALL":RETURN
```

7-b

```
7000 REM WALLS OR FENCES
7300 BN$(7)="F":BL$(7)="FENCE":RETURN
```

7-c

```
7500 REM ACTION CHOICES
7502 PRINT"{HOME}";PS$;:FORI=1TO22:PRINT"{C/DN
}";:NEXT
7505 PRINT"---------CHOOSE YOUR WEAPON!-------
-----";
7507 PRINT"  ";:FORI=1TO4
7510 PRINT BN$(I);"-";BL$(I);" ";:NEXT
7515 PRINT:PRINT"  ";BN$(5);"-";BL$(5);
7520 PRINT"TRAPPER ";:FORI=6TO7
7525 PRINT BN$(I);"-";BL$(I);" ";:NEXT
7590 RETURN
7600 REM SCORE
7602 PRINT"{HOME}";PS$;:FORI=1TO22:PRINT"{C/DN
}";:NEXT
7605 PRINT"---------------SCORE--------------
-----";
7615 PRINT"  ENERGY: HURRICANE";EH;" YOU";EY;"
  "
7617 PRINT"  MINUTES";INT(BN);"  VILLAGES";VN;
"  ";
7620 RETURN
7700 REM BARRIERS
7702 EY=EY-3:GOSUB 2700
7705 IF DS<>32 THEN RETURN
```

7-c Continued

```
7707 FW=3:WN=23
7710 IF BN$(7)="F" THEN FW=6:WN=6
7715 FORI=1TOFW:IF FE(I)=1 THEN 7730
7720 DS=WN:DC=9
7725 FE(I)=1:FA(I)=CP:FC(I)=11-FW:I=FW
7730 NEXT:RETURN
7800 REM PULSE SOUND 1
7805 POKE S+5,0:POKE S+6,248:POKE S+1,BG
7807 POKE S+2,0:POKE S+3,8
7810 POKE S+4,65:POKE S+4,64:RETURN
7850 REM TRIANGLE SOUND 1
7855 POKE S+5,0:POKE S+6,250:POKE S+1,BG
7860 POKE S+4,17:POKE S+4,16:RETURN
7900 REM NOISE 1
7903 FORXX=1TO5:BG=XX*20
7905 POKE S+5,0:POKE S+6,7:POKE S+1,BG
7910 POKE S+4,129:POKE S+4,128:NEXT:RETURN
7950 REM NOISE 2
7955 POKE S+5,0:POKE S+6,248:POKE S+1,2
7960 POKE S+4,129:FORXX=1TO400:NEXT:POKE
28:RETURN
8500 REM ONE-TIME INIT
8505 SC=1024:CS=55296:DF=CS-SC:FT=40:BK=1
8510 HS=10:HC=0:EH=500:EY=500:BN=999
8515 DIM HE(3,3),BL$(7),BN$(7)
8517 DIM D(20),TA(5),TE(5),TC(5)
8518 DIM RA(5),RE(5),RC(5)
8519 DIM FA(10),FE(10),FC(10)
8520 GOSUB 1000:GOSUB 2000:GOSUB 3000:GOSUB 40
00
8522 GOSUB 5000:GOSUB 6000:GOSUB 7000
8525 JS=56320:FF=15:BD=8:BC=15:PS$="{WHT}"
8530 SX=16:S=54272:FORI=1TO23:POKE S+I,0:NEXT:
POKE S+24,15
8600 REM EVERY INIT
8605 POKE 53280,BD:POKE 53281,BC:PRINT"{CLR}"
```

PLEASE TURN THE PAGE.

7-c Continued

```
8610 FORI=1TO3:FORJ=1TO3:HE(I,J)=32:NEXT:NEXT
8615 HX=1:HY=9:HP=SC+HX+FT*HY:DX=1:DY=0
8620 SH=0:VN=20:VS=15:VC=6
8622 FORI=-1 TO 1:FORJ=-1 TO 1:POKE HP+I+FT*J,
10:POKE HP+DF+I+FT*J,0:NEXT:NEXT
8625 FORI=1TOVN
8627 VX=INT(RND(0)*38)+1:VY=INT(RND(0)*20)+1
8628 VP=SC+VX+40*VY
8630 IF PEEK(VP)<>32 THEN 8627
8632 POKE VP,VS:POKE VP+DF,VC:NEXT
8635 CX=19:CY=9:CP=SC+CX+FT*CY
8640 DS=32:DC=BC:BB=0:CT=0
8645 TN=1:FORI=1TO5:TE(I)=0:NEXT
8650 AT=0:FORI=1TO5:RE(I)=0:NEXT
8660 FORI=1TO10:FE(I)=0:NEXT
8670 DS=PEEK(CP):POKE CP,160:GOSUB 7600
8695 GOTO 1500
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 93.

APPLE II GAME PROGRAM

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

1-a

```
900  REM     ARCADE EXPLORERS GAME 3
910  REM     THE ELECTRONIC HURRICANE
920  REM     (C) SETH MCEVOY & LAURE SMITH
930  REM     PUBLISHED BY DELL BOOKS, INC.
940  GOTO 8500
1000  REM    CANNON OR BLASTER
1100 BN$(1) = "C":BL$(1) = "CANNON": RETURN
```

1-b

```
900  REM     ARCADE EXPLORERS GAME 3
910  REM     THE ELECTRONIC HURRICANE
920  REM     (C) SETH MCEVOY & LAURE SMITH
930  REM     PUBLISHED BY DELL BOOKS, INC.
940  GOTO 8500
1000  REM    CANNON OR BLASTER
1300 BN$(1) = "B":BL$(1) = "BLASTER": RETURN
```

1-c

```
1500  REM  MAIN LOOP
1505  GOSUB 3500: REM  HURRICANE
1507 FR = 1:DU = 5: GOSUB 7850
1510  GOSUB 4500: REM  VILLAGE CHECK
1515  GOSUB 2800: REM  COUNTERS
1520  GOSUB 5700: REM  TRAPS
1530  GOSUB 2500: REM  CURSOR
1580 BN = BN - 1 / 2: IF BN < 1 THEN 6900
1585  GOSUB 7600: REM  SCORE
1587  GOSUB 2500: REM  CURSOR 2
1590  GOTO 1500
1600  REM  SHOOT
1602 EY = EY - 3: GOSUB 1800
1603 ZX = 1:ZY = 0:LM = 39:CQ = CX
```

1-c Continued

```
1605  IF BN$(1) = "B" THEN ZX = 0:ZY = 1:LM =
    21:CQ = CY
1615  FOR I = 1 TO 5
1617  IF (CQ + I) > LM OR (CQ - I) < 1 THEN 1
   625
1620 H = CX - I * ZX:V = CY - I * ZY: GOSUB 5
   900:D(I + 10) =  PEEK (P): POKE P,43: IF H
    = HX AND V = HY THEN  GOSUB 1700
1621 H = CX + I * ZX:V = CY + I * ZY: GOSUB 5
   900:D(I) =  PEEK (P): POKE P,43: IF H = HX
    AND V = HY THEN  GOSUB 1700
1625  NEXT : FOR I = 5 TO 1 STEP  - 1
1630  IF (CQ + I) > LM OR (CQ - I) < 1 THEN 1
   640
1635 H = CX - I * ZX:V = CY - I * ZY: GOSUB 5
   900: POKE P,D(I + 10)
1636 H = CX + I * ZX:V = CY + I * ZY: GOSUB 5
   900: POKE P,D(I)
1640  NEXT : RETURN
1700  REM  HURRICANE HIT
1705  FOR Y = 5 TO 1 STEP  - 1:DU = 5:FR = Y
   * 30: GOSUB 7850: NEXT : FOR Y = 1 TO 5:FR
    = Y * 30: GOSUB 7850: NEXT
1710 EH = EH - 5: IF EH < 1 THEN 6950
1715  RETURN
1800  REM  SHOOT SOUND
1805  FOR YY = 1 TO 3:DU = 30:FR = 200: GOSUB
    7850: NEXT : RETURN
1900  REM  HURRICANE CHECK
1905  IF EH < 1 THEN 6950
1910  RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 23.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

2-a

```
2000  REM  BAT OR PADDLE
2100 BN$(2) = "T":BL$(2) = "BAT": RETURN
```

2-b

```
2000  REM  BAT OR PADDLE
2300 BN$(2) = "P":BL$(2) = "PADDLE": RETURN
```

2-c

```
2500  REM  CURSOR
2505  IF  PEEK (49249) > 127 THEN  GOSUB 5500
2510 H = CX:V = CY: GOSUB 5900: POKE P,DS
2515 PH =  PDL (0):PV =  PDL (1):MX = 0:MY =
   0
2520  IF PV < 55 THEN MY =  - 1
2522  IF PV > 200 THEN MY = 1
2524  IF PH < 55 THEN MX =  - 1
2526  IF PH > 200 THEN MX = 1
2530 X = CX + MX:Y = CY + MY: IF X > 0 AND X
   < 41 AND Y > 0 AND Y < 21 THEN 2540
2535  RETURN
2540 H = X:V = Y: GOSUB 5900:DS =  PEEK (P)
2545  POKE P,32:CX = X:CY = Y
2550  IF DS = 32 THEN DS = 160
2555  IF DS = HS THEN DS = 160
2560  RETURN
2600  REM  BAT OR PADDLE
2601  IF DS <  > 160 THEN  RETURN
2602 EY = EY - 3
2603  GOSUB 2700
2605  IF BN$(2) = "P" THEN 2650
2610  REM  BOUNCER BAT
2612  IF TE(1) = 1 THEN  RETURN
```

2-c Continued

```
2615 DS = 148:TE(1) = 1:TC(1) = 5:H = CX:V =
   CY: GOSUB 5900:TA(1) = P: RETURN
2650  REM  TWISTER PADDLE
2655  FOR I = 1 TO 5: IF TE(I) = 1 THEN 2670
2660 DS = 144:TE(I) = 1:TC(I) = 5:H = CX:V =
   CY: GOSUB 5900:TA(I) = P:I = 5
2670  NEXT : RETURN
2700  REM  SOUND OF WEAPON DROP
2705 DU = 10: FOR Y = 1 TO 5:FR = 50: GOSUB 7
   850:FR = 200: GOSUB 7850: NEXT : RETURN
2800  REM  COUNTERS
2805  FOR I = 1 TO 5: IF TE(I) = 0 THEN 2820
2810 TC(I) = TC(I) - 1: IF TC(I) > 0 THEN 282
   0
2812 TE(I) = 0: POKE TA(I),160
2815 VV = 144: GOSUB 6725
2820  NEXT
2830  IF AC > 0 THEN AC = AC - 1: IF AC > 0 T
   HEN 2840
2835 AZ = 0: POKE AA,160:VV = 141: GOSUB 6725
   :VV = 140: GOSUB 6725
2840  FOR I = 1 TO 5: IF RE(I) = 0 THEN 2860
2842 RC(I) = RC(I) - 1: IF RC(I) > 0 THEN 286
   0
2845 RE(I) = 0: POKE RA(I),160
2855 VV = 146: GOSUB 6725
2860  NEXT
2865  GOSUB 6700: GOSUB 6750: RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 37.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

3-a

```
3000  REM  MAGNET OR LODESTONE
3100 BN$(3) = "M":BL$(3) = "MAGNET": RETURN
```

3-b

```
3000  REM  MAGNET OR LODESTONE
3300 BN$(3) = "L":BL$(3) = "STONE": RETURN
```

3-c

```
3500  REM  HURRICANE
3510  FOR I = 1 TO 3: FOR J = 1 TO 3
3512  IF HE(I,J) = 32 THEN HE(I,J) = 160
3515 H = HX + I - 2:V = HY + J - 2: GOSUB 590
   0: POKE P,HE(I,J)
3520  NEXT : NEXT
3522 X = HX + DX:Y = HY + DY: IF X > 1 AND X
   < 40 AND Y > 1 AND Y < 20 THEN 3525
3523  GOSUB 3595
3524  GOTO 3522
3525 HX = HX + DX:HY = HY + DY
3530  FOR I = 1 TO 3: FOR J = 1 TO 3
3533 H = HX + I - 2:V = HY + J - 2: GOSUB 590
   0:HE(I,J) =  PEEK (P)
3535  IF I = 2 AND J = 2 THEN 3540
3537  POKE P,HS
3540  NEXT : NEXT
3550  REM  CHECK FOR EYE OF HURR
3555  IF HE(2,2) = 148 THEN DX =  - DX:DY =
   - DY
3557  IF HE(2,2) = 144 THEN 3595
3560  IF AZ = 0 THEN 3580
3562 X =  ABS (AX - HX):Y =  ABS (AY - HY)
3564 SQ =  INT ((X * X + Y * Y) ^ .5): REM
```

3-c Continued

```
   ^ = UP ARROW
3566 K = 5: IF BN$(3) = "L" THEN K = 10
3568  IF (K - SQ) < 0 THEN 3580
3569  IF AX = HX AND AY = HY THEN  GOSUB 3595
   :HE(2,2) = 160:H = HX:V = HY: GOSUB 5900:
   POKE P,160:AZ = 0: GOTO 3580
3570  IF AX < HX THEN DX =  - 1
3572  IF AX > HX THEN DX = 1
3574  IF AY < HY THEN DY =  - 1
3576  IF AY > HY THEN DY = 1
3578  IF AX = HX THEN DY = 0
3579  IF AY = HY THEN DY = 0
3580  GOSUB 4700
3590  RETURN
3595 DX =  INT ( RND (1) * 3) - 1:DY =  INT (
    RND (1) * 3) - 1: IF DX = 0 AND DY = 0 AN
   D SH = 0 THEN 3595
3597  RETURN
3600  REM  ATTRACTORS
3601  IF AZ = 1 THEN  RETURN
3602  IF DS <  > 160 THEN  RETURN
3605 EY = EY - 3: GOSUB 2700
3612 DS = 141:AC = 5:AZ = 1:H = CX:V = CY: GO
   SUB 5900:AA = P
3615  IF BN$(3) = "L" THEN DS = 140:AC = 10
3620 AY = V:AX = H: RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 50.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

4-a

```
4000  REM  GLOBE OR SHIELD
4100 BN$(4) = "G":BL$(4) = "GLOBE": RETURN
```

4-b

```
4000  REM  GLOBE OR SHIELD
4300 BN$(4) = "S":BL$(4) = "SHIELD": RETURN
```

4-c

```
4500  REM  VILLAGE CHECK
4505 FL = 0: FOR I = 1 TO 3: FOR J = 1 TO 3
4510  IF HE(I,J) <  > VS THEN 4520
4515 HE(I,J) = 160:VN = VN - 1:EH = EH + 10:
   GOSUB 4900
4517  IF VN < 1 THEN FL = 1
4520  NEXT : NEXT
4525  IF FL = 0 THEN  RETURN
4530  FOR I = 1 TO 3: CALL  - 198: NEXT
4535  HOME : PRINT "HURRICANE MOVES TO NEW AR
   EA!"
4537  FOR I = 1 TO 900: NEXT
4540  GOTO 8600
4600  REM  SAVE VILLAGE
4602 EY = EY - 3: GOSUB 2700
4605  IF BN$(4) = "S" THEN 4650
4610  REM  GRAPHIC GLOBE
4612  IF DS <  > 160 THEN  RETURN
4615 DS = 170:TX = 0:TY = 0
4620 V = CY:H = CX + 2: GOSUB 5900: IF  PEEK
   (P) = 170 THEN TX = CX + 1:TY = CY
4622 V = CY:H = CX - 2: GOSUB 5900: IF  PEEK
   (P) = 170 THEN TX = CX - 1:TY = CY
4624 V = CY + 2:H = CX: GOSUB 5900: IF  PEEK
```

4-c Continued

```
   (P) = 170 THEN TY = CY + 1:TX = CX
4626 V = CY - 2:H = CX: GOSUB 5900: IF  PEEK
   (P) = 170 THEN TY = CY - 1:TX = CX
4628  IF TX = 0 AND TY = 0 THEN  RETURN
4630 V = TY:H = TX: GOSUB 5900: IF  PEEK (P)
   <  > VS THEN  RETURN
4635  POKE P,48:VN = VN - 1: RETURN
4650  REM  STATIC SHIELD
4655  IF DS <  > VS THEN  RETURN
4660 DS = 48:EY = EY - 6:VN = VN - 1: RETURN
4700  REM  FURTHER COLLISIONS
4705  IF HE(2,2) = 142 THEN HE(2,2) = 160:EH
   = EH - 5: GOSUB 4800: GOSUB 1900
4707  IF HE(2,2) = 134 THEN HE(2,2) = 160:EH
   = EH - 10: GOSUB 4800: GOSUB 1900
4710  IF HE(2,2) = 151 THEN HE(2,2) = 160:EH
   = EH - 5: GOSUB 4800: GOSUB 1900
4720  RETURN
4800  REM  BOMB SOUND
4805  FOR YY = 20 TO 1 STEP  - 1:FR = YY * 10
    + 50:DU = 5: GOSUB 7850: NEXT : RETURN
4900  REM  VILLAGE DIE SOUND
4905  FOR ZZ = 1 TO 10: FOR Y = 1 TO 5:YY =
   PEEK (49200): FOR YZ = 1 TO ZZ: NEXT : NEX
   T : NEXT : RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 64.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

5-a

```
5000  REM  UNI OR MULTI TRAPPER
5100 BN$(5) = "U":BL$(5) = "UNI": RETURN
```

5-b

```
5000  REM  UNI OR MULTI TRAPPER
5300 BN$(5) = "R":BL$(5) = "MULTI": RETURN
```

5-c

```
5500  REM  FIRE BUTTON #0
5505  GOSUB 7500:FL = 0
5510  GET A$
5515  FOR I = 1 TO 7: IF A$ = BN$(I) THEN FL
   = I
5520  NEXT
5522  HTAB 1: VTAB 22: FOR I = 1 TO 79: PRINT
    " ";: NEXT
5525  IF FL = 0 THEN  HTAB 1: VTAB 22: PRINT
   "  THAT WAS NOT A POSSIBLE CHOICE!": GOSUB
    5590: GOTO 5500
5530  HTAB 1: VTAB 22: PRINT "  YOUR CHOICE W
   AS ";BN$(FL);"-";BL$(FL);
5535  GOSUB 6500: RETURN
5590  FOR J = 1 TO 900: NEXT : RETURN
5600  REM  TRAPPERS
5605  IF DS <  > 160 THEN  RETURN
5607 EY = EY - 3: GOSUB 2700
5608  IF BN$(5) = "R" THEN 5650
5610  REM  UNI TRAPPER
5612  IF RE(1) = 1 THEN  RETURN
5615 DS = 149:RE(1) = 1:RC(1) = 5:V = CY:H =
   CX: GOSUB 5900:RA(1) = P: RETURN
5650  REM  MULTI TRAPPER
```

5-c

```
5655  FOR I = 1 TO 5: IF RE(I) = 1 THEN 5670
5660 DS = 146:RE(I) = 1:RC(I) = 5:V = CY:H =
   CX: GOSUB 5900:RA(I) = P:I = 5
5670  NEXT : RETURN
5700  REM  TRAPS
5705  IF HE(2,2) = 149 THEN SH = 1:RX = 8:HE(
   2,2) = 160:DX = 0:DY = 0
5707  IF HE(2,2) = 146 THEN SH = 1:RX = 4:HE(
   2,2) = 160:DX = 0:DY = 0
5710  IF SH = 0 THEN  RETURN
5715 RX = RX - 1: IF RX < 1 THEN SH = 0: GOSU
   B 3595
5720  RETURN
5900  REM  H,V TO SCREEN ADDRESS
5910 P = 895 + H + V * 128 - ( INT ((V - 1) /
    8) * 984): RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 70.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

6-a

```
6000  REM  BOMBS OR MINES
6100 BN$(6) = "D":BL$(6) = "BOMB": RETURN
```

6-b

```
6000  REM  BOMBS OR MINES
6300 BN$(6) = "N":BL$(6) = "MINE": RETURN
```

6-c

```
6500  REM  CHOICES
6505  ON FL GOSUB 1600,2600,3600,4600,5600,66
   00,7700
6507  RETURN
6600  REM  BOMBS/MINES
6602 EY = EY - 3: GOSUB 2700
6607  IF DS <  > 160 THEN  RETURN
6608  IF CT > 1 THEN  RETURN
6610  IF BN$(6) = "N" THEN 6650
6615  REM  DIGIBOMB
6620 DS = 132:CT = 5:V = CY:H = CX: GOSUB 590
   0:DA = P: RETURN
6650  REM   SECTOR MINE
6655 DS = 142:CT = 10:V = CY:H = CX: GOSUB 59
   00:DA = P: RETURN
6700  REM  MORE COUNTERS
6705  IF CT < 1 THEN  RETURN
6710 CT = CT - 1: IF CT < 1 AND HE(2,2) = 132
    THEN  GOSUB 4800:EH = EH - 20: GOSUB 4800
   : GOSUB 1900
6715  IF CT > 0 THEN  RETURN
6720  POKE DA,160: GOSUB 4800:VV = 132
6725  FOR I = 1 TO 3: FOR J = 1 TO 3: IF HE(I
   ,J) = VV THEN HE(I,J) = 160
```

6-c Continued

```
6730  NEXT : NEXT : RETURN
6750  FOR I = 1 TO FW: IF FE(I) = 0 THEN 6780
6755 FC(I) = FC(I) - 1: IF FC(I) > 0 THEN 678
   0
6760 FE(I) = 0: POKE FA(I),160:VV = WN: GOSUB
    6725
6780  NEXT : RETURN
6900  REM  TIME IS UP--YOU LOSE
6905  FOR I = 1 TO 5: CALL  - 198: NEXT : HOM
   E
6910  PRINT : PRINT "YOUR TIME RAN OUT! VENTU
   RIA WAS OVERRUN"
6915  PRINT "BY THE ELECTRONIC HURRICANE!": G
   OTO 6990
6950  REM  HURRICANE DIES
6955  FOR I = 1 TO 5: CALL  - 198: NEXT
6960  HOME : PRINT : PRINT "YOU DESTROYED THE
    ELECTRONIC HURRICANE!"
6965  PRINT " AND SAVED THE VENTURIANS!"
6990  REM  REPLAY
6992  PRINT : PRINT "PRESS FIRE BUTTON TO PLA
   Y AGAIN"
6994  IF  PEEK (49249) > 127 THEN  RUN
6996  GOTO 6994
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 82.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

7-a

```
7000  REM  WALLS OR FENCES
7100 BN$(7) = "W":BL$(7) = "WALL": RETURN
```

7-b

```
7000  REM  WALLS OR FENCES
7300 BN$(7) = "F":BL$(7) = "FENCE": RETURN
```

7-c

```
7500  REM  ACTION CHOICES
7505  HTAB 1: VTAB 21: CALL  - 198
7510  PRINT "-------------CHOOSE YOUR WEAPON!
   --------";
7515  PRINT : PRINT : VTAB 22
7520  PRINT "  ";: FOR I = 1 TO 4
7525  PRINT BN$(I);"-";BL$(I);" ";: NEXT
7530  PRINT : PRINT "  ";BN$(5);"-";BL$(5);
7535  PRINT " TRAPPER ";: FOR I = 6 TO 7
7540  PRINT BN$(I);"-";BL$(I);" ";: NEXT
7545  RETURN
7600  REM  SCORE
7605  HTAB 1: VTAB 21
7610  PRINT "-----------------SCORE----------
   --------";
7615  PRINT : PRINT : VTAB 22
7620  PRINT " ENERGY: HURRICANE ";EH;"  YOU "
   ;EY;"  "
7630  PRINT " MINUTES "; INT (BN);"  VILLAGES
    ";VN;"     ";
7690  RETURN
7700  REM  BARRIERS
7702 EY = EY - 3: GOSUB 2700
7705  IF DS <  > 160 THEN  RETURN
```

7-c Continued

```
7707 FW = 3:WN = 151
7710  IF BN$(7) = "F" THEN FW = 6:WN = 134
7715  FOR I = 1 TO FW: IF FE(I) = 1 THEN 7730
7720 DS = WN:FE(I) = 1:FC(I) = 11 - FW:V = CY
   :H = CX: GOSUB 5900:FA(I) = P:I = FW
7730  NEXT : RETURN
7800  REM  MUSIC ROUTINE ML
7805  REM  TYPE VERY CAREFULLY!
7810  DATA  0,0,172,0,3,174,1,3
7815  DATA  169,4,32,168,252,173,48,192
7820  DATA  232,208,253,136,208,239,206
7825  DATA  0,3,208,231,96,0,0,0,-1
7830 Z = 0: FOR I = 1 TO 31: READ B: POKE 767
    + I,B:Z = Z + B: NEXT
7835  READ B: IF B =  - 1 AND Z = 3411 THEN
   RETURN
7840  PRINT "MUSIC DATA WRONG!": STOP
7850  REM  PLAY MUSIC
7855  POKE 768,DU: POKE 769,FR: CALL 770: RET
   URN
8500  REM  ONE-TIME INIT
8510 HS = 138:EH = 500:EY = 500:BN = 999
8515  DIM HE(3,3),BL$(7),BN$(7)
8520  DIM D(20),TA(5),TE(5),TC(5)
8525  DIM RA(5),RE(5),RC(5)
8530  DIM FA(10),FE(10),FC(10)
8535  GOSUB 1000: GOSUB 2000: GOSUB 3000: GOS
   UB 4000
8540  GOSUB 5000: GOSUB 6000: GOSUB 7000
8550  GOSUB 7800
8600  REM  EVERY INIT
8605  HOME
8610  FOR I = 1 TO 3: FOR J = 1 TO 3:HE(I,J)
   = 32: NEXT : NEXT
8615 HX = 3:HY = 9:DX = 1:DY = 0
8620 SH = 0:VN = 20:VS = 143
```

PLEASE TURN THE PAGE.

7-c Continued

```
8625  FOR I =  - 1 TO 1: FOR J =  - 1 TO 1:H
   = HX + I:V = HY + J: GOSUB 5900: POKE P,13
   6: NEXT : NEXT
8635  FOR I = 1 TO VN
8640 V =  INT ( RND (1) * 18) + 2:H =  INT (
   RND (1) * 38) + 2
8645  GOSUB 5900: IF  PEEK (P) <  > 160 THEN
   8640
8650  POKE P,VS: NEXT
8655 CX = 19:CY = 9:DS = 160:BB = 0:CT = 0:TN
    = 1
8660  FOR I = 1 TO 5:TE(I) = 0:RE(I) = 0:FE(I
   ) = 0
8665  NEXT :AZ = 0
8670 H = CX:V = CY: GOSUB 5900:DS =  PEEK (P)
   : POKE P,32
8675  GOSUB 7600
8690  GOTO 1500
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 93.

---RADIO SHACK
COLOR COMPUTER
GAME PROGRAM___

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

1-a

```
100 REM ARCADE EXPLORERS GAME 3
110 REM THE ELECTRONIC HURRICANE
120 REM (C) SETH MCEVOY & LAURE SMITH
130 REM PUBLISHED BY DELL BOOKS, INC.
140 CLEAR 1000
145 GOTO 8500
150 REM TYPE 'POKE 25,6:NEW' FIRST!
1000 REM CANNON OR BLASTER
1100 BN$(1)="C":BL$(1)="CAN":RETURN
```

1-b

```
100 REM ARCADE EXPLORERS GAME 3
110 REM THE ELECTRONIC HURRICANE
120 REM (C) SETH MCEVOY & LAURE SMITH
130 REM PUBLISHED BY DELL BOOKS, INC.
140 CLEAR 1000
145 GOTO 8500
150 REM TYPE 'POKE 25,6:NEW' FIRST!
1000 REM CANNON OR BLASTER
1300 BN$(1)="B":BL$(1)="BLT":RETURN
```

1-c

```
1500 REM MAIN LOOP
1505 GOSUB 3500:REM HURRICANE
1510 GOSUB 4500:REM VILLAGE CHECK
1515 GOSUB 2800:REM COUNTERS
1520 GOSUB 5700:REM TRAPS
1530 GOSUB 2500:REM CURSOR
1580 BN=BN-1/2:IF BN<1 THEN 6900
1585 GOSUB 7600:REM SCORE
1587 GOSUB 2500:REM CURSOR 2
1595 GOTO 1500
```

1-c Continued

```
1600 REM SHOOT
1602 EY=EY-3:GOSUB 1800
1603 CN=1:LM=31:CQ=CX
1605 IF BN$(1)="B" THEN CN=TH:LM=12:CQ=CY
1615 FORI=1TO5
1617 IF (CQ+I)>LM OR (CQ-I)<1 THEN 1630
1620 D(I)=PEEK(CP+I*CN):D(I+10)=PEEK(CP-I*CN
   )
1625 POKE CP+I*CN,191:POKE CP-I*CN,191
1628 IF (CP+I*CN)=HP OR (CP-I*CN)=HP THEN GO
   SUB 1700
1630 NEXT:FORI=5TO1STEP-1
1632 IF (CQ+I)>LM OR (CQ-I)<1 THEN 1640
1635 POKE CP+I*CN,D(I):POKE CP-I*CN,D(I+10)
1640 NEXT:RETURN
1700 REM HURRICANE HIT
1705 FORYY=5TO1STEP-1:SOUND30*YY,1:NEXT:FORY
   Y=1TO5:SOUND20*YY,1:NEXT
1710 EH=EH-5:GOSUB 1900:RETURN
1800 REM SHOOT SOUND
1805 FORYY=1TO3:SOUND200,3:SOUND 230,1:NEXT:
   RETURN
1900 REM HURRICANE CHECK
1905 IF EH<1 THEN 6950
1910 RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 23.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

2-a

```
2000 REM BAT OR PADDLE
2100 BN$(2)="T":BL$(2)="BAT":RETURN
```

2-b

```
2000 REM BAT OR PADDLE
2300 BN$(2)="P":BL$(2)="PAD":RETURN
```

2-c

```
2500 REM CURSOR MOVE
2502 Q=PEEK(65280):IF Q-127 AND Q-255 THEN G
   OSUB 5500
2503 POKE CP,DS:MX=0:MY=0
2505 PH=JOYSTK(0):PV=JOYSTK(1)
2510 IF PV<16 THEN MY=-1
2512 IF PV>45 THEN MY=1
2514 IF PH<16 THEN MX=-1
2516 IF PH>45 THEN MX=1
2520 X=CX+MX:Y=CY+MY:IF X>-1 AND X<32 AND Y>
   -1 AND Y<13 THEN 2530
2525 RETURN
2530 CX=X:CY=Y:CP=SC+CX+TH*CY
2532 DS=PEEK(CP):POKE CP,CC
2537 IF DS=CC THEN DS=96
2538 IF DS=HS THEN DS=96
2540 RETURN
2600 REM BAT OR PADDLE
2601 IF DS<>96 THEN RETURN
2602 EY=EY-3:GOSUB 2700
2605 IF BN$(2)="P" THEN 2650
2610 REM BOUNCER BAT
2612 IF TE(1)=1 THEN RETURN
2615 DS=20:TE(1)=1:TA(1)=CP:TC(1)=5:RETURN
```

2-c Continued

```
2650 REM TWISTER PADDLE
2655 FORI=1TO5:IF TE(I)=1 THEN 2670
2660 DS=16:TE(I)=1:TA(I)=CP:TC(I)=5:I=5
2670 NEXT:RETURN
2700 REM WEAPON DROP
2705 FORYY=1TO5:SOUND50,1:SOUND 250,1:NEXT:R
   ETURN
2800 REM COUNTERS
2805 FORI=1TO5:IF TE(I)=0 THEN 2820
2810 TC(I)=TC(I)-1:IF TC(I)>0 THEN 2820
2812 TE(I)=0:POKE TA(I),96
2815 VV=16:GOSUB 6725
2820 NEXT
2830 IF AC>0 THEN AC=AC-1:IF AC>0 THEN 2840
2835 AZ=0:POKE AA,96:VV=13:GOSUB 6725:VV=12:
   GOSUB 6725
2840 FORI=1TO5:IF RE(I)=0 THEN 2860
2845 RC(I)=RC(I)-1:IF RC(I)>0 THEN 2860
2850 RE(I)=0:POKE RA(I),96
2855 VV=18:GOSUB 6725
2860 NEXT
2865 GOSUB 6700:GOSUB 6750:RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 37.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

3-a

```
3000 REM MAGNET OR LODESTONE
3100 BN$(3)="M":BL$(3)="MAG":RETURN
```

3-b

```
3000 REM MAGNET OR LODESTONE
3300 BN$(3)="L":BL$(3)="LOD":RETURN
```

3-c

```
3500 REM HURRICANE
3510 FORI=1TO3:FORJ=1TO3
3512 IF HE(I,J)=CC THEN HE(I,J)=96
3515 C=HP+I-2+(J-2)*TH:POKE C,HE(I,J)
3520 NEXT:NEXT
3522 X=HX+DX:Y=HY+DY:IF X>0 AND X<31 AND Y>0
    AND Y<12 THEN 3525
3523 GOSUB 3595
3524 GOTO 3522
3525 HX=HX+DX:HY=HY+DY:HP=SC+HX+TH*HY
3530 FORI=1TO3:FORJ=1TO3
3533 C=HP+I-2+(J-2)*TH
3535 HE(I,J)=PEEK(C)
3536 IF I=2 AND J=2 THEN 3540
3537 POKE C,HS
3540 NEXT:NEXT
3550 REM CHECK EYE
3555 IF HE(2,2)=20 THEN DX=-DX:DY=-DY
3557 IF HE(2,2)=16 THEN 3595
3560 IF AZ=0 THEN 3580
3562 X=ABS(AX-HX):Y=ABS(AY-HY)
3564 SQ=INT((X*X+Y*Y)^.5):REM UP ARROW
3566 K=5:IF BN$(3)="L" THEN K=10
3568 IF (K-SQ)<0 THEN 3580
```

3-c Continued

```
3569 IF AX=HX AND AY=HY THEN GOSUB 3595:HE(2
   ,2)=96:POKE HP,96:AZ=0:GOTO 3580
3570 IF AX<HX THEN DX=-1
3572 IF AX>HX THEN DX=1
3574 IF AY<HY THEN DY=-1
3576 IF AY>HY THEN DY=1
3578 IF AX=HX THEN DX=0
3579 IF AY=HY THEN DY=0
3580 GOSUB 4700
3590 RETURN
3595 DX=RND(3)-2:DY=RND(3)-2:IF DX=0 AND DY=
   0 AND SH=0 THEN 3595
3597 RETURN
3600 REM ATTRACTORS
3601 IF AZ=1 THEN RETURN
3602 IF DS<>96 THEN RETURN
3605 EY=EY-3:GOSUB 2700
3607 IF BN$(3)="L" THEN 3650
3610 REM MATRIX MAGNET
3612 DS=13:AC=5
3615 AZ=1:AA=CP
3620 C=AA-SC:AY=INT(C/TH):AX=C-TH*AY:RETURN
3650 REM LINEAR LODESTONE
3655 DS=12:AC=10:AC=10:GOTO 3615
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 50.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

4-a

```
4000 REM GLOBE OR SHIELD
4100 BN$(4)="G":BL$(4)="GLO":RETURN
```

4-b

```
4000 REM GLOBE OR SHIELD
4300 BN$(4)="S":BL$(4)="SHL":RETURN
```

4-c

```
4500 REM VILLAGE CHECK
4505 FL=0:FORI=1TO3:FORJ=1TO3
4510 IF HE(I,J)<>VS THEN 4520
4515 HE(I,J)=96:VN=VN-1:EH=EH+10:GOSUB 4900
4517 IF VN<1 THEN FL=1
4520 NEXT:NEXT
4525 IF FL=0 THEN RETURN
4530 FORI=1TO3:SOUND20,2:NEXT
4535 CLS:PRINT"HURRICANE MOVES TO NEW AREA!"
4537 EY=EY-20
4540 FORI=1TO900:NEXT:GOTO 8600
4600 REM SAVE VILLAGE
4602 EY=EY-3:GOSUB 2700
4605 IF BN$(4)="S" THEN 4650
4610 REM GRAPHIC GLOBE
4612 IF DS<>96 THEN RETURN
4615 DS=42:GG=0
4620 IF PEEK(CP+2)=42 THEN GG=1
4622 IF PEEK(CP-2)=42 THEN GG=-1
4624 IF PEEK(CP-2*TH)=42 THEN GG=-TH
4626 IF PEEK(CP+2*TH)=42 THEN GG=TH
4628 IF GG=0 THEN RETURN
4630 IF PEEK(CP+GG)<>VS THEN RETURN
4635 POKE CP+GG,239:VN=VN-1:RETURN
```

4-c

```
4650 REM STATIC SHIELD
4655 IF DS<>VS THEN RETURN
4660 DS=239:EY=EY-6:VN=VN-1:RETURN
4700 REM FURTHER COLLISIONS
4705 IF HE(2,2)=14 THEN HE(2,2)=96:EH=EH-5:G
   OSUB 4800
4710 IF HE(2,2)=6 THEN HE(2,2)=96:EH=EH-10:G
   OSUB 4800
4715 IF HE(2,2)=23 THEN HE(2,2)=96:EH=EH-5:G
   OSUB 4800
4720 RETURN
4800 REM BOMB SOUND
4805 FORYY=20TO1STEP-1:SOUNDYY*10+50,1:NEXT:
   GOSUB 1900:RETURN
4900 REM VILLAGE DIE SOUND
4905 FORYY=1TO5:SOUND251,2:NEXT:RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 64.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

5-a

```
5000 REM UNI OR MULTI TRAPPER
5100 BN$(5)="U":BL$(5)="UNI":RETURN
```

5-b

```
5000 REM UNI OR MULTI TRAPPER
5300 BN$(5)="R":BL$(5)="MLT":RETURN
```

5-c

```
5500 REM FIRE BUTTON
5505 GOSUB 7500:FL=0
5510 A$=INKEY$:IF A$="" THEN 5510
5515 PRINT@448," ";:FORI=1TO62:PRINT" ";:NEX
   T
5520 FORI=1TO7:IF A$=BN$(I) THEN FL=I
5525 NEXT
5530 IF FL=0 THEN PRINT@448," THAT WAS NOT A
    POSSIBLE CHOICE!";:GOSUB 5585:GOTO5500
5535 PRINT@448," YOUR CHOICE WAS ";BN$(FL);"
   -";BL$(FL);:GOSUB 6500
5585 FORJ=1TO800:NEXT:RETURN
5600 REM TRAPPERS
5605 IF DS<>96 THEN RETURN
5607 EY=EY-3:GOSUB 2700
5608 IF BN$(5)="R" THEN 5650
5610 REM UNI TRAPPER
5612 IF RE(1)=1 THEN RETURN
5615 DS=21:RE(1)=1:RA(1)=CP:RC(1)=5:RETURN
5650 REM MULTI TRAPPER
5655 FORI=1TO5:IF RE(I)=1 THEN 5670
5660 DS=18:RE(I)=1:RA(I)=CP:RC(I)=5:I=5
5670 NEXT:RETURN
5700 REM TRAPS
```

5-c Continued

```
5705 IF HE(2,2)=21 THEN SH=1:RX=8:HE(2,2)=96
   :DX=0:DY=0
5710 IF HE(2,2)=18 THEN SH=1:RX=4:HE(2,2)=96
   :DX=0:DY=0
5715 IF SH=0 THEN RETURN
5720 RX=RX-1:IF RX<1 THEN SH=0:GOSUB 3595
5725 RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 70.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

6-a

```
6000 REM BOMBS OR MINES
6100 BN$(6)="D":BL$(6)="BMB":RETURN
```

6-b

```
6000 REM BOMBS OR MINES
6300 BN$(6)="N":BL$(6)="MIN":RETURN
```

6-c

```
6500 REM CHOICES
6510 ON FL GOSUB 1600,2600,3600,4600,5600,66
   00,7700
6520 RETURN
6600 REM BOMBS/MINES
6602 EY=EY-3:GOSUB 2700
6607 IF DS<>96 THEN RETURN
6608 IF CT>1 THEN RETURN
6610 IF BN$(6)="N" THEN 6650
6615 REM DIGI BOMB
6620 DS=4:CT=5:DA=CP:RETURN
6650 REM SECTOR BOMB
6655 DS=14:CT=10:DA=CP:RETURN
6700 REM MORE COUNTERS
6705 IF CT<1 THEN RETURN
6710 CT=CT-1:IF CT<1 AND HE(2,2)=4 THEN GOSU
   B 4800:EH=EH-20:GOSUB 4800
6715 IF CT>0 THEN RETURN
6720 POKE DA,96:GOSUB 4800:VV=4
6725 FORI=1TO3:FORJ=1TO3:IF HE(I,J)=VV THEN
   HE(I,J)=96
6730 NEXT:NEXT:RETURN
6750 FORI=1TOFW:IF FE(I)=0 THEN 6780
6755 FC(I)=FC(I)-1:IF FC(I)>0 THEN 6780
```

6-c Continued

```
6760 FE(I)=0:POKE FA(I),96:VV=WN:GOSUB 6725
6780 NEXT:RETURN
6900 REM TIME IS UP--YOU LOSE
6905 FORI=1TO5:SOUND150,1:NEXT:CLS
6910 PRINT"YOUR TIME RAN OUT. THE HURRICANE"
   ;
6915 PRINT"DESTROYED VENTURIA!":GOTO 6990
6950 REM HURRICANE DIES
6955 FORI=1TO5:SOUND100,1:NEXT:CLS
6960 PRINT"YOU DESTROYED THE HURRICANE"
6965 PRINT"AND SAVED VENTURIA!":GOTO 6990
6990 REM REPLAY
6992 PRINT:PRINT"PRESS ANY KEY TO PLAY AGAIN
   !";
6994 A$=INKEY$:IF A$="" THEN 6994
6996 RUN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 82.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

7-a

```
7000 REM WALLS OR FENCES
7100 BN$(7)="W":BL$(7)="WAL":RETURN
```

7-b

```
7000 REM WALLS OR FENCES
7300 BN$(7)="F":BL$(7)="FEN":RETURN
```

7-c

```
7500 REM ACTION CHOICES
7505 PRINT@416,"-------CHOOSE YOUR WEAPON!--
   ----";
7510 PRINT" ";:FORI=1TO4
7515 PRINT BN$(I);"-"BL$(I);" ";:NEXT
7520 PRINT:PRINT" ";BN$(5);"-";BL$(5);
7525 PRINT" TRAPPER ";:FORI=6TO7
7530 PRINT BN$(I);"-";BL$(I);" ";:NEXT
7535 RETURN
7600 REM SCORE
7605 PRINT@416,"--------------SCORE---------
   ----";
7610 PRINT"ENERGY: HURRICANE";EH;"YOU";EY;"
   "
7620 PRINT" MINUTES";INT(BN);" VILLAGES";VN;
   " ";
7625 RETURN
7700 REM BARRIERS
7702 EY=EY-3:GOSUB 2700
7705 IF DS<>96 THEN RETURN
7707 FW=3:WN=23
7710 IF BN$(7)="F" THEN FW=6:WN=6
7715 FORI=1TOFW:IF FE(I)=1 THEN 7730
7720 DS=WN:FE(I)=1:FA(I)=CP:FC(I)=11-FW:I=FW
7730 NEXT:RETURN
```

7-c Continued

```
8500 REM ONE-TIME INIT
8503 IF PEEK(25)<>6 THEN PRINT"PLEASE TYPE
   POKE 25,6:NEW'":STOP
8505 SC=1024:TH=32:CC=159
8510 HS=246:EH=500:EY=500:BN=999
8515 DIM HE(3,3),BL$(7),BN$(7)
8517 DIM D(20),TA(5),TE(5),TC(5)
8518 DIM RA(5),RE(5),RC(5)
8519 DIM FA(10),FE(10),FC(10)
8520 GOSUB 1000:GOSUB 2000:GOSUB 3000:GOSUB
   4000
8522 GOSUB 5000:GOSUB 6000:GOSUB 7000
8600 REM EVERY INIT
8605 CLS
8610 FORI=1TO3:FORJ=1TO3:HE(I,J)=96:NEXT:NEX
   T
8615 HX=1:HY=6:HP=SC+HX+HY*TH:DX=1:DY=0
8620 SH=0:VN=20:VS=175
8622 FORI=-1TO1:FORJ=-1TO1:POKE HP+I+TH*J,HS
   :NEXT:NEXT
8625 FORI=1TOVN
8627 VX=RND(30):VY=RND(11)
8628 VP=SC+VX+TH*VY
8630 IF PEEK(VP)<>96 THEN 8627
8632 POKE VP,VS:NEXT
8635 CX=16:CY=6:CP=SC+CX+TH*CY
8640 DS=96:BB=0:CT=0
8645 TN=1:AZ=0:FORI=1TO5:TE(I)=0:RE(I)=0:FE(
   I)=0:NEXT
8647 DS=PEEK(CP)
8650 POKE CP,CC
8655 GOSUB 7600
8695 GOTO 1500
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 93.

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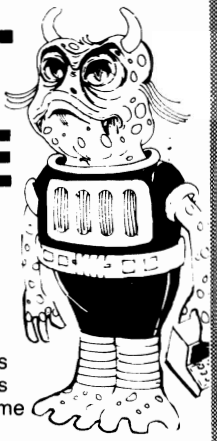

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